

PAGE 70

**MYSTERY:
SAND CREEK
MASSACRE**



PAGE 34

**JULIUS CAESAR'S
LEADERSHIP
LESSONS**



PAGE 42

**JAPAN
ATTACKS
CALIFORNIA!**

PAGE 98

**9 NEW
VIDEO
GAMES**

ARMCHAIR

GENERAL

PAGE 88

**STONEWALL
JACKSON
The South's
Best
General**



STRATEGY » TACTICS » INSIGHTS » GAMES »

BLOODY IWO

NEWEST RESEARCH

**Richard Frank on
the battle where
“uncommon valor
was a common
virtue.”**

PLUS

**Best Pacific War
DVDs & Books**

**Iwo Jima
Bonus Game**

p.46

IRA HAYES

Born 1923, Arizona
Died 1955 (alcoholism, exposure), Arizona

FRANKLIN SOUSLEY

Born 1925, Kentucky
KIA Iwo Jima, 1945

JOHN BRADLEY

Born 1923, Wisconsin
Died 1994 (stroke), Wisconsin

**BACK ROW
(PARTIALLY OBSCURED),
LEFT TO RIGHT**

MIKE STRANK

Born 1919, Czechoslovakia
KIA Iwo Jima, 1945

RENE GAGNON

Born 1925, New Hampshire
Died 1979 (heart attack), New Hampshire

HARLON BLOCK

Born 1924, Texas
KIA Iwo Jima, 1945

\$5.95US \$7.95CAN



NOVEMBER 2006

DISPLAY UNTIL
NOVEMBER 30

ARMCHAIRGENERAL.COM

ATTENTION ALL WWII RTS GAMES **YOU'RE HISTORY!**

As a field commander on the furthest front lines, get ready to experience the tactics and technology of the modern battlefield.

Do you have what it takes to win the war for tomorrow?



Licensed hardware from top defense contractors



Destructible, precisely detailed 360° combat environments



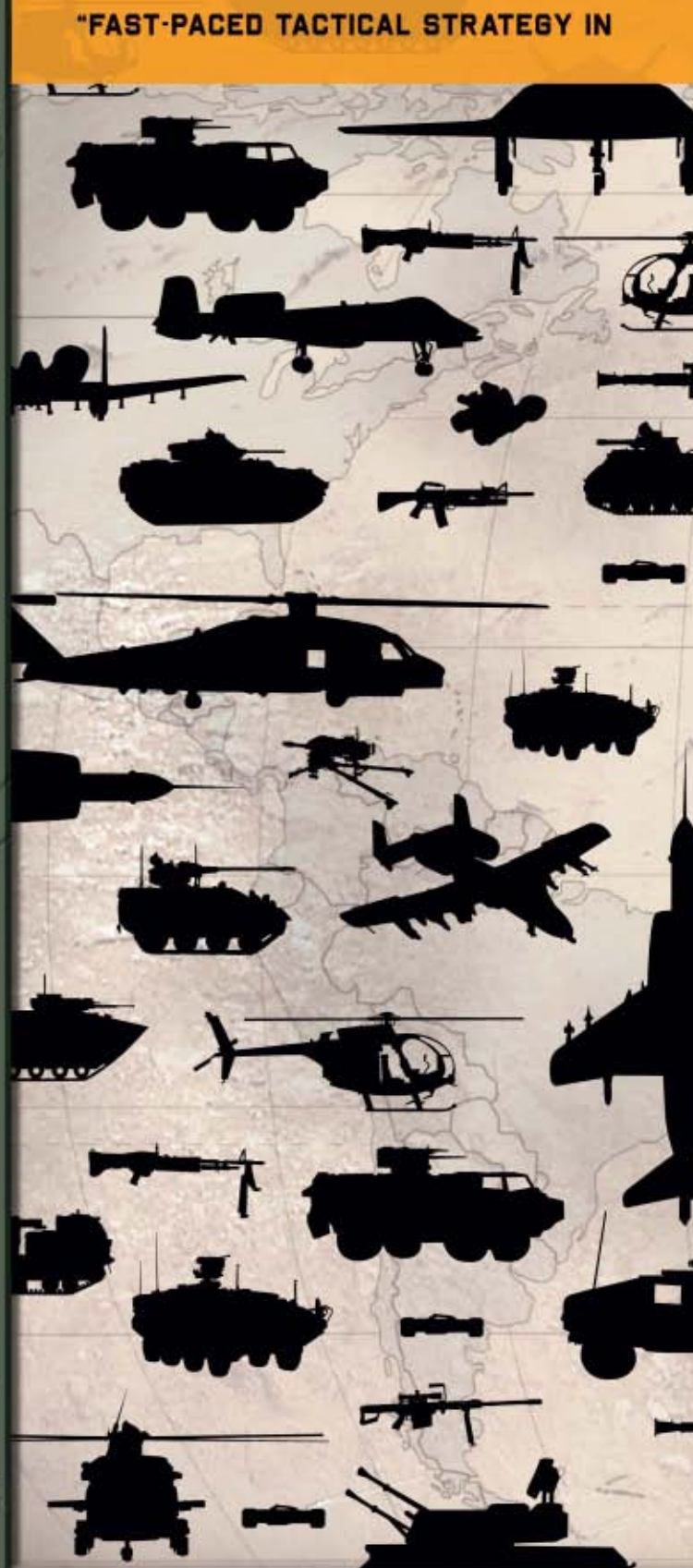
Troops gain rank and stay with you throughout the game



Blood
Violence

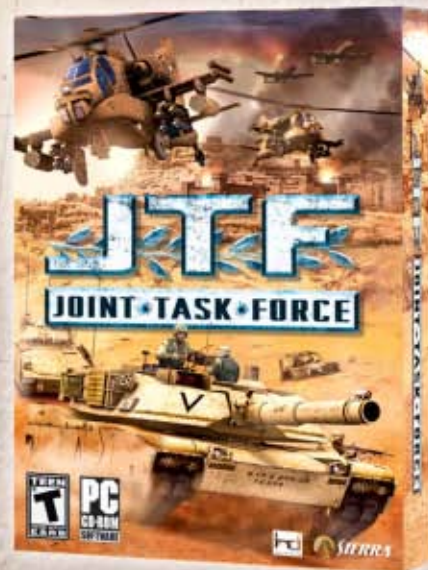


*GameSpot, April 18, 2006. © 2006 HD Publishing B.V. All rights reserved. Joint Task Force is a trademark of HD Publishing B.V. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. This product contains software technology licensed from Stormregion Ltd. 2000-2006. AGEIA™ and PhysX™ are trademarks of AGEIA Technologies, Inc. and are used under license. NVIDIA and "The Way It's Meant to be Played" Logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries. All other trademarks are property of their respective owners.



REALISTIC BATTLES THAT COULD'VE BEEN RIPPED FROM THE HEADLINES."* - GameSpot

21ST CENTURY WEAPONS FOR 21ST CENTURY WARS



AVAILABLE FALL 2006

DOWNLOAD THE DEMO AT JOINTTASKFORCE.COM



Rommel at the Atlantic Wall, 1944.
His son, Manfred, reveals in our
exclusive *ACG* interview startling
new information about his father's
plan to end the war in France.

CONTENTS

VOLUME III ISSUE 5

p. 14



BETTMANN/CORBIS

HISTORY'S MYSTERIES

42 Japan Attacks California!

Two months before Jimmy Doolittle shocked Japan by bombing Tokyo, a Japanese submarine gave Californians a similar jolt in an astonishing incident remembered as "the Battle of Los Angeles." *By Martin K. A. Morgan*

BATTLEFIELD DETECTIVE

70 The Case of the Lost Battlefield

It was one of the most significant and tragic events in the history of the American West, but over time, the location of the 1864 Sand Creek Massacre was lost to memory. Battlefield sleuths have at last tracked down the actual site of this infamous "crime." *By Douglas D. Scott*

COVER STORY

76 Bloody Iwo

An acclaimed historian draws on the newest research to revisit the horror of the invasion of Iwo Jima, the U.S. Marine Corps' most costly victory. *By Richard B. Frank*

F

ICS (INTERACTIVE COMBAT STORY)

62 At the Sharp End: Part 2 Bloody Night on Peleliu

Marine Lance Corporal James Devin survived Peleliu's beach assault landing, but can he defeat a deadly Japanese night attack? YOU control the outcome of this thrilling Pacific War battle. *By John Antal*

BATTLEFIELD LEADER

88 General Thomas J. "Stonewall" Jackson

Stonewall Jackson was a brilliant battlefield commander and Robert E. Lee's "right arm" – until he was mortally wounded at the hands of his own Confederate troops. Read the story of the remarkable life of one of history's most committed military leaders. *By Brian Sobel*



ON THE COVER

Marines raising the U.S. flag
on Iwo Jima, 1945.

PHOTO BY JOE ROSENTHAL/ASSOCIATED PRESS

Armchair General® (ISSN 1546-055X) is published bimonthly by Armchair General®, LLC, 4165 E. Thousand Oaks Blvd., Suite 255, Thousand Oaks, CA 91362. Periodicals Postage paid at the Thousand Oaks Post Office and at additional mailing offices. Copyright Armchair General®, LLC 2006. All rights reserved. Subscription rate is \$29.95 for 6 issues (one year). Subscriptions sent outside of U.S. must be prepaid in U.S. funds with an additional \$10 for surface postage and \$20 for airmail postage. For Customer Service e-mail us at subscriptions@armchairgeneral.com or call us at (818)286-3110. Canadian Post International Sales Agreement #40852014. POSTMASTER: Send address changes to Armchair General®, P.O. Box 17017, North Hollywood, CA 91615-7017. Copyright ©2006. Armchair General®, LLC. All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic, mechanical, including photocopy, recording, or any information storage and retrieval system, without written permission.

www.armchairgeneral.com

October / November 06

God's Warrior. Stonewall Jackson was deeply religious with a well-earned reputation for exhibiting idiosyncrasies. However, on Civil War battlefields he was a brilliant commander.

DEPARTMENTS

- 6 PUBLISHER'S NOTE**
- 8 EDITOR'S LETTER**
- 10 MAILBAG**
- 12 RALPH PETERS' CRISIS WATCH**
- Is Pakistan Coming Apart?**
- 10 QUESTIONS**
- 14 Manfred Rommel**
An interview with the son of the "Desert Fox."
- BEHIND TODAY'S HEADLINES**
- 18 The Navy in Iraq**
The Army and Marine Corps aren't alone in Iraq – the Navy's there too! Here's one Sailor's report.
- 20 DISPATCHES**
Did You Know?, Tournament of Presidents, destinations, cool gear and more!
- COMMANDER DOSSIER**
- 28 Marshal Konstantin Rokossovsky**
- WEAPON FILES**
- 30 Russia's T-34 Tank**
- COMMAND DECISIONS**
- 32 Was the Corps' Bloodiest Battle Justified?**
Was the mid-ocean "lifeboat" worth the terrible price exacted from Marine invaders?
- LEADERSHIP**
- 34 Julius Caesar on Leadership**
- HOW THEY FOUGHT**
- 36 Vietnam Ambush, 1969**
Infantry combat in America's longest war.
- TIPPING POINTS**
- 40 Germany's Blitzkrieg Machine**
How tanks and "flying artillery" restored maneuver to the post-World War I battlefield.
- COMBAT!**
- 47 Darby's Rangers vs. Tanks at Gela, Sicily, 1943**
Choose the correct course of action as a Ranger squad takes on 10 Italian tanks!

ACG INTERACTIVE

p.47

Take command in *Armchair General's* interactive battles where YOU make the decisions!

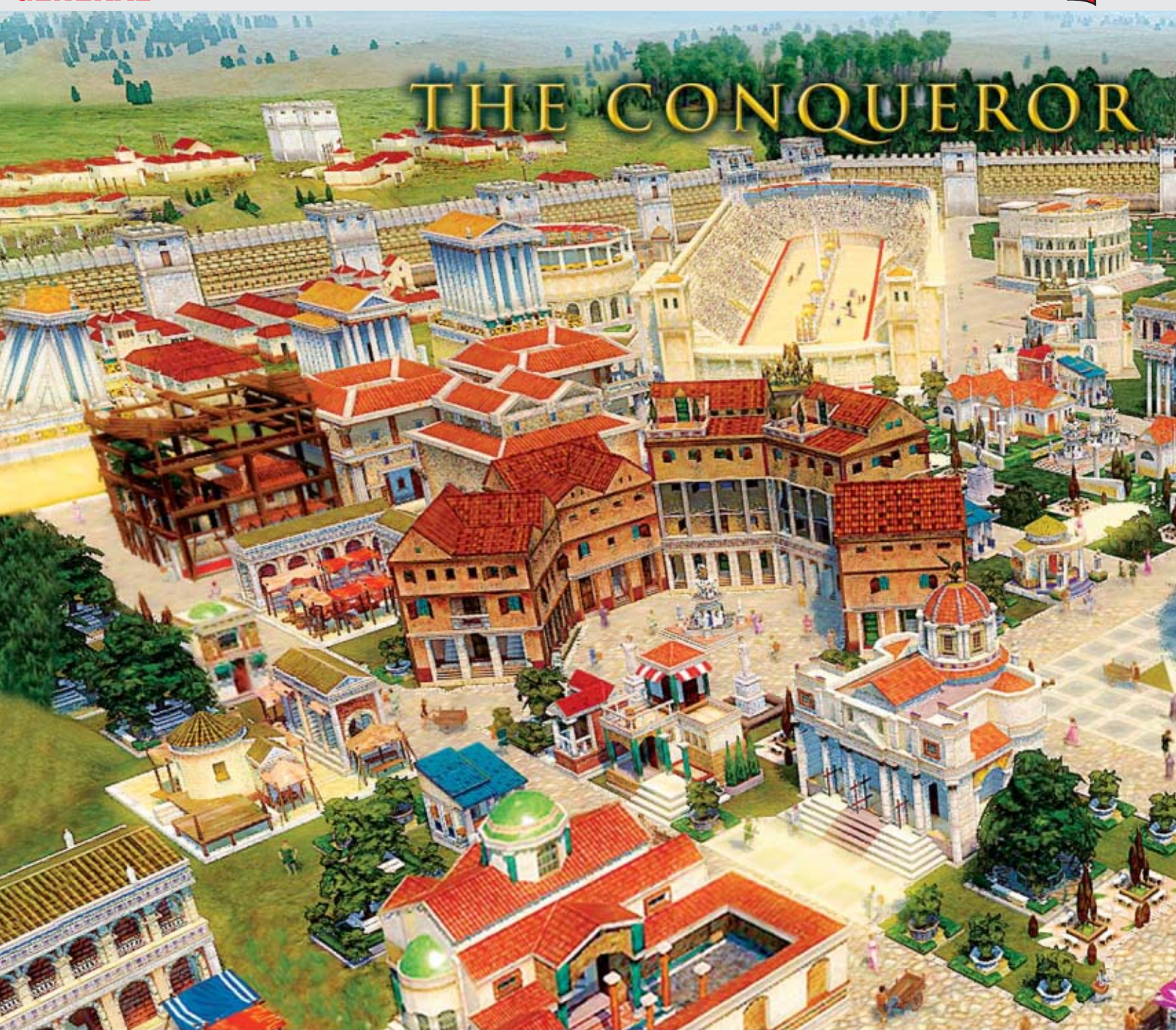
COMBAT!
YOU COMMAND
YOU COMMAND SOLUTION
INTERACTIVE COMBAT STORY

- YOU COMMAND**
- 52 Eben Emael, 1940**
Test your decision-making skills as World War II German paratroopers storm Europe's greatest fortress.
- YOU COMMAND SOLUTION**
- 58 Glosters at Imjin, 1951**
Historical outcome and winning Reader Solutions to CDG #15.
- WITNESS TO WAR**
- 96 Hell on Iwo!**
Marine Alvin Orsland recounts how he survived the Corps' bloodiest battle.
- GAME BUZZ**
- 98 The Conflicts Just Keep Coming!**
Publishers demonstrate their commitment to war and strategy games.
- VIDEO GAME REVIEW**
- 100 New Games Prove the Fun Isn't Over**
New titles sure to become favorites.
- WARGAME REVIEW**
- 102 Strategic Command 2: Blitzkrieg and Rise and Fall: Civilizations at War**
Exciting strategy games for the PC!
- DVD LIBRARY**
- 104 The Pacific War on Film**
A look at some "5-star" moments on DVD.
- BOOKSHELF**
- 106 The Pacific War's "Top 10"**
Classic accounts of Far East combat.
- PARTING SHOT**
- 108 Horsepower**

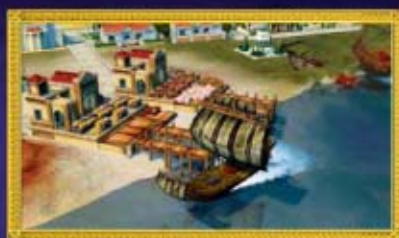
p. 88



THE CORCORAN GALLERY OF ART/CORBIS



An amazing new graphics engine delivers impressive detail from every possible angle.

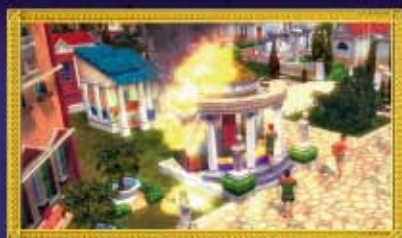


Command a massive economy, with over 45 goods and services, both within your cities and through foreign trade routes.



Experience the Living City as your citizens work, prosper, and thrive in realistic ways.

**BEHOLD THE REBIRTH OF THE BEST-SELLING
HISTORICAL CITY BUILDER SERIES**



Rule wisely or be prepared to deal
with fires, plagues, and riots.

CAESAR IV

Tilted Mill

SIERRA



© 2006 Sierra Entertainment, Inc. All rights reserved. Caesar, Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Developed by Tilted Mill Entertainment, Inc. All other trademarks are property of their respective owners.

PUBLISHER'S NOTE

The Fog of War

In wartime there is fog. It can be hard to see clearly. We often don't understand all the complex causes of a particular conflict and it can be difficult to tell who is right and who is wrong. We are horrified as we watch the inevitable suffering of innocent people. Things get foggy. We throw up our hands in frustration, concluding both sides are wrong. We wonder why we should be involved. We think that if we stay out of it we'll be left alone. This fog, however, is dangerous. During wartime, clarity is vital.

Unfortunately, it often seems that nowhere is the fog thicker than

There can never be friendship between the British democracy and the Nazi Power, that Power which spurns ethics, which cheers on its onward course by a barbarous paganism, which vaunts the spirit of aggression and conquest, which derives strength and perverted pleasure from persecution, and uses, as we have seen, with pitiless brutality the threat of murderous force. That Power cannot ever be the trusted friend of British democracy. ... I have tried my best to urge the maintenance of every bulwark of defense ... in order to gather together forces to restrain the onward movement of this Power. It has all been in vain. Every position has been succes-

When war occurs, we must have the courage to pierce the fog and see clearly.

around the "Ivory Tower" of intellectual elites. As a result, they often add to the confusion instead of helping us see clearly. Consider for example the following excerpts from a *Newsweek* editorial:

We are told that we must help the democracies because two or more forms of government cannot coexist in the world, because the world must become either all democratic or all totalitarian. This, of course, is a fallacy. ... Will war bring upon us here a centralized control of life and speech and press and property so absolute that we lose here the very values for which we fight abroad?

No, this isn't from last week's issue. It is from April 3, 1939 – just five months prior to the outbreak of World War II.

Consider by contrast the clarity of Churchill's words spoken a year earlier in 1938:

sively undermined and abandoned on specious and plausible excuses.

Had Churchill's words of clarity been heeded, perhaps millions of lives would have been spared. Yet on the eve of that great conflict, too many were still adding to the fog. Not willing to take a stand, they were either unable or unwilling to clearly see right from wrong.

I am not suggesting that we must not ask hard questions before entering into a conflict or supporting a particular side in battle. No sane person wishes for the tragedy that always accompanies war. But when war occurs, we must have the courage to pierce the fog and see clearly. Why? Because if we lose our sense of clarity and fail to fight for those who are worthy, who will fight for us? ★

ERIC WEIDER
PUBLISHER

ACG ADVISORY BOARD MEMBERS



GEN. (RET) HAROLD G. "HAL" MOORE is a true American warrior and co-author of the book *We Were Soldiers Once ... And Young*.



CARLO D'ESTE is a renowned World War II historian and best-selling author of *Patton: A Genius for War* and *Eisenhower: A Soldier's Life*.



JAMES LIGHTHIZER is president of the Civil War Preservation Trust, the national organization leading the fight to protect our threatened Civil War battlefields.



BRIG. GEN. (RET) JOHN W. "JACK" MOUNTCASTLE, PhD, is a highly decorated combat veteran who was formerly Chief of Military History and commander of the U.S. Army's Center of Military History.



RALPH PETERS, a retired U.S. Army intelligence officer, is the author of 21 books. He is also an acclaimed columnist and strategist who appears frequently as an expert commentator in broadcast media.



JOHN ROSE is an exceptional research historian who has extensively studied the history of America's fluid and transformational frontier era.



BARNET SCHECTER is a Yale-educated scholar and noted historian who specializes in military history related to New York.



DOUGLAS D. SCOTT, PhD, is a widely recognized authority on military archaeology and a frequent commentator in broadcast media.



BEN WEIDER, C.M., C.Q., PhD, is a Canadian international entrepreneur and founder and president of the International Napoleonic Society. He is also one of the world's foremost authorities on the military genius who invented modern warfare.



WILLIAM H. "WILD BILL" WILDER is a popular wargame designer. He has extensive experience in scenario design and game development and has worked with seven gaming companies over the past 11 years.



You and us. Is this the world's most powerful two-person financial firm?

At UBS, we work with you like a two-person organization. Our financial advisors take the time to understand your needs and goals to help you make confident decisions.

We are one of the world's leading wealth management firms, providing you with access to a premier global asset management business and an award-winning investment bank.

UBS. A global financial powerhouse with the heart and soul of a two-person firm.

L. Greg Fullmer, Senior Vice President-Investments

Daniel P. Hawkins, Financial Advisor

Corey J. Hanker, Financial Advisor

Douglas M. Dyakon, Investment Associate

777 South Figueroa Street, 51st Floor

Los Angeles, CA 90017

800-858-8054

www.ubs.com/financialservicesinc

You & Us



UBS

©2006 UBS Financial Services Inc. All Rights Reserved. Member SIPC.

EDITOR'S LETTER

Blood & Sacrifice

The legacies of Iwo Jima.



This issue features articles about Iwo Jima, the costliest battle ever fought by the United States Marine Corps. The horrific struggle for the pork chop-shaped speck of volcanic sand and rock resulted in nearly 7,000 U.S. dead out of a staggering 28,000 total casualties. Pacific War historian Richard B. Frank's *Special Feature* story, "Bloody Iwo" (page 76), and Marine vet Alvin Orsland's *Witness to War* article, "Hell on Iwo!" (page 96), describe the horror of this human meat grinder. Furthermore, the success of James Bradley's excellent book *Flags of Our Fathers* (see *Bookshelf*, page 106) – transformed into an outstanding film by Steven Spielberg and Clint Eastwood – has spurred a renewed interest in the battle that produced the most

or" of those who fought for the island, a recent book titled *The Ghosts of Iwo Jima* raises disturbing questions about the strategic necessity for the Marines' blood sacrifice (see *Command Decisions*, page 32). Author Robert S. Burrell, a captain in the U.S. Marine Corps, examined the decision makers' justifications for seizing Iwo Jima in February 1945, revealing that "the island could not be used for the stated purpose that led to its capture" – i.e., it was not suitable for a forward base for escort fighters. Later, military commanders justified Iwo's high human cost by pointing to its presumably "vital" role as an emergency landing field for crippled B-29 bombers. Yet Burrell found that even this widely accepted rationalization was "greatly exaggerated." While nothing in Burrell's book diminishes the true courage exhibited by Marines on the island, it does suggest another Iwo Jima legacy beyond that of blood, sacrifice and uncommon valor.

The horrific struggle for the pork chop-shaped speck of volcanic sand and rock resulted in nearly 7,000 U.S. dead out of a staggering 28,000 total casualties.

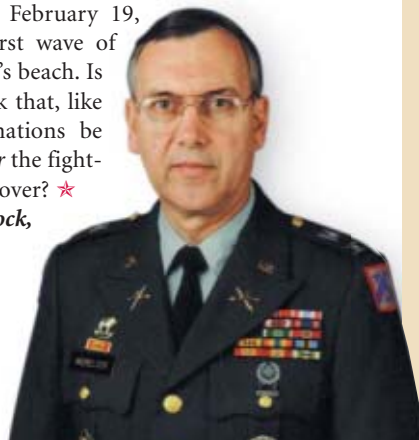
iconic image of World War II, the Mount Suribachi flag raising.

Joe Rosenthal's famous photograph of the flag raising inspired one of the Washington, D.C., area's most stirring monuments, the huge Marine Corps Memorial statue near Arlington National Cemetery. Now that "spirit" is also appropriately reflected in the stylistic spire rising above the new National Museum of the Marine Corps at Quantico, Virginia (see *Dispatches*, page 21). Scheduled to be dedicated on November 10, 2006 – the Marine Corps' 231st birthday – this state-of-the-art museum is a fitting tribute to the blood and sacrifice of America's Marines, not only at Iwo Jima but also throughout the Corps' illustrious history.

Despite the magnificent "uncommon val-

Today, politicians squabble publicly over the justifications given for invading Iraq, even as the current generation of service members is in the process of making another blood sacrifice. Our men and women in uniform are irrevocably committed to the fight in Iraq, just as the Marines were on February 19, 1945, after the first wave of them hit Iwo Jima's beach. Is it too much to ask that, like Iwo, the recriminations be deferred until *after* the fighting and dying are over? ★

Jerry D. Morelock,
PhD, ARMCHAIR
GENERAL Editor
in Chief.



FOUNDER/PUBLISHER
ERIC WEIDER

EDITORIAL

EDITOR IN CHIEF
Jerry D. Morelock
EXECUTIVE EDITOR
Pamela Valance
ASSOCIATE EDITOR
Tonya Gericke
GAMES EDITOR
Mark H. Walker
CONSULTING HISTORIAN
Carlo D'Este
EDITORIAL ASSISTANT
Lisa Luther
CONTRIBUTING WRITERS
Bevin Alexander, John Antal
Carlo D'Este, Edward Drea
Richard B. Frank, Ralph Peters
Mark Reardon, Douglas Scott
Brian Sobel

ART

CREATIVE DIRECTOR
JC Soares
ART DIRECTOR
Kenneth Kleppert
IMAGE EDITOR
Zachary Bathon
PHOTO ASSISTANT
Ian Riddell
PHOTOJOURNALIST
Simon Pugh-Jones
CARTOGRAPHER
Jason Petho
ILLUSTRATOR
Gregory Proch

INTERNET

WEBSITE EDITOR
Brian King

ADVERTISING

ADVERTISING DIRECTOR
Julie Kershenbaum Roberts
(310) 922-2159
fax (310) 388-0389
ads@armchairgeneral.com
EAST COAST
ADVERTISING MANAGER
Chris Case
(914) 273-0040
chris@armchairgeneral.com

CIRCULATION

SUBSCRIPTION DIRECTOR
Norma Clousner
RETAIL SALES CONSULTANT
George Clark

PRODUCTION

PRODUCTION DIRECTOR
Melissa Riddell

HOW TO REACH US:

Armchair General® is published by
ARMCHAIR GENERAL, LLC
3835-R E. Thousand Oaks Blvd.
#192
Thousand Oaks, CA 91362
fax (805) 372-7454
info@armchairgeneral.com

SUBSCRIPTIONS

(818) 286-3110
subscriptions@armchairgeneral.com

THE AGE OF GREATNESS THE AGE OF CHANGE THE AGE OF NAPOLEON NAPOLEON IN FACT AND FICTION

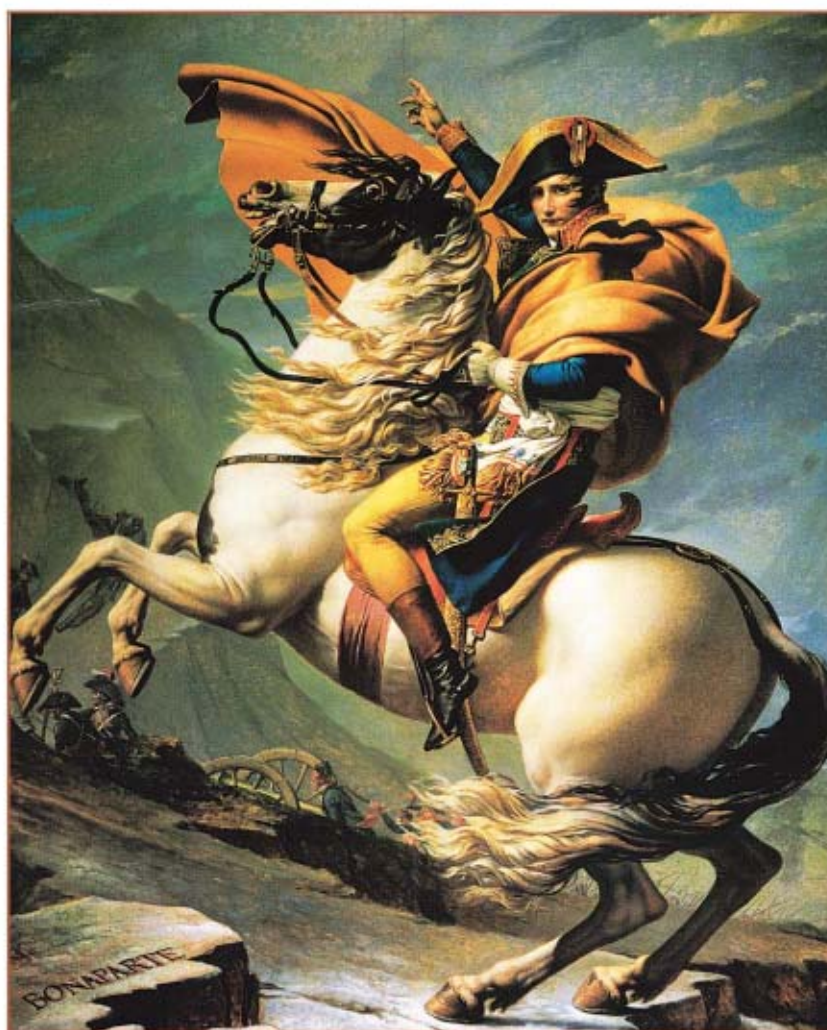
Let us present to you the real Napoleon,
separating fact from fiction.

A man of remarkable ability.
The greatest soldier of his age.
A reformer who recast Europe,
spreading the principles of the
French Revolution.

A man who set the stage
for the events that created the
world of the third millennium!



Ben Weider, the creator and President of The International Napoleonic Society, receives the Legion of Honor Medal from His Excellency Denis Bauchard, the Ambassador of France in Canada. His Imperial Highness Prince Charles Napoleon attended this special event (left).



www.napoleonicociety.com
The Official Web site of the
International Napoleonic Society





Where in the World is ACG?

PORTUGAL

Reader Luís Alves dos Reis answered our challenge to send in photos of ACG at unusual lo-



LUÍS ALVES DOS REIS

cations. From Portugal he writes, "It's me (Capt. Teancum, Napoleonic-era moderator in the ACG website forums), holding the May 2006 issue at an exhibition in the Oporto Military Museum [and standing beside] the Portuguese Monarchy Flag used until 1910."

Sharp-eyed Reader

In your March 2006 issue, you have a photo of General Grant at Massaponax Church, Va. (page 81, *Battlefield Leader*, "U.S. Grant: The General Who Saved the Union"). You have it labeled as taken in "June 1864"; however, this photo was taken on Saturday, May 21, 1864.

Thank you for a wonderful magazine. I don't subscribe yet, but possibly in the near future.

RICHARD RIGNEY

Richard, there's no time like the present! We're offering a special one-year subscription rate of \$19.97 on our website, armchairgeneral.com, which saves readers nearly \$16 off the newsstand price.

Generals R Us!

Why not do an issue on the following military generals or heroes: George Washington, Robert E. Lee, the Tuskegee Airmen, Frederick the Great, Richard III (The War of the Roses), Shaka Zulu, Norman Schwarzkopf, Stonewall Jackson, Curtis Lemay, Mark Antony, Julius Caesar, Wesley Clarke, Benjamin O. Davis Jr., and Jeb Stuart. Hope to see them in future issues.

M. D.

So many generals ... so little time. Great ideas, M. D.! In fact, we've already featured some of these famous people – for example, *Battlefield*

Leader, "George Washington: America's First Military Strategist" (November 2004) and *Commander Dossier*, "General H. Norman Schwarzkopf" (September 2006). We think you will enjoy this issue's *Battlefield Leader* article as well – it is about Stonewall Jackson! As a bonus, check out the current *Leadership* column featuring Julius Caesar.

Medieval Wars Fan

I am trying to find information on medieval battles, but cannot find any articles on the website or in my issues of ACG. Is there a back issue or a website you recommend?

GEORGE FOX

We must have read your mind, George! Our *You Command*, "Hastings, 1066" (September 2006) covered one of medieval history's most important battles. There, Duke William of Normandy won the fight and the throne of Eng-



NATIONAL ARCHIVES

At the "Malmedy Massacre" trial at Dachau, defendant Jochen Peiper (with arms folded over numbered placard) listens to closing statements. He was sentenced to death by hanging.

land. We hope our readers do as well! We will print the winning Reader Solutions in our January 2007 issue.

Malmedy Trial "Witness"

Colonel Morelock, your article on the Malmedy Massacre caught my eye (*Witness to War*, "Massacre at Baugnez Crossroads," May 2006.) Peiper and his men were on trial at Dachau. I was there and photographed him and all the others as they were sentenced. I was an official U.S. Army photographer.

PETE COMER, MADISON, N.C.



September 2006 ACG

Thanks for sharing with us your involvement in this famous event. Will you "enlist" by writing your experiences there as a *Witness to War* article? [Note: Pete said, "Yes"!]

Write to Mailbag

To ask a question or share your thoughts, send a letter (with your phone number and e-mail address) to: Mailbag, *Armchair General*, 3835-R E. Thousand Oaks Boulevard #192, Thousand Oaks, CA 91362, or visit www.armchairgeneral.com. Submitted material becomes the sole property of *Armchair General* and shall constitute a grant to use your name, likeness and story in any manner deemed necessary. Materials cannot be returned.

"... nothing less than a top-down simulation of World War II's Pacific theater of war, and it invites the player to dabble in everything from top-level tactical strategy to the real-time piloting of specific fighter planes."

- GameSpy



"The ultimate Pacific Naval War game... should definitely be at the top of every wargamer's wish list."

- IGN

Pacific Storm



Devise and enact your World War II Pacific Theater battle plan on a board-game-like strategic map, then jump into any aircraft cockpit or ship turret to turn the tide of a single battle, perhaps even change the outcome of the entire war.

Take control of a huge arsenal of historically inspired units of the Japanese and U.S. Pacific fleets: fighters, bombers, submarines, destroyers, aircraft carriers, and more ...

Play against others in quick action-oriented air-to-air battles, strategic historical naval warfare, or in a massive cooperative campaign of up to eight players.

Play your way: Hard-core gamers can research unique technologies, allocate munitions and supplies, train troops, customize battle groups, and more; casual gamers can let the competent AI handle these and many other details.



RALPH PETERS' CRISIS WATCH

Is Pakistan Coming Apart?

This nuclear-armed southwest Asian state is beset by a multitude of problems – and dangerous neighbors on both sides.

The comprehensive failure of democracy. Immeasurable corruption. Terrorism, for domestic use and export. Multiple separatist movements. Ethnic and religious strife. Bitter poverty. Mass illiteracy. Rural slavery. A powerful, unsavory intelligence service. A military clamping a collapsing state together. And nuclear weapons.

That's Pakistan. Our (part-time) ally in the war on terror.

The country's boundaries remain intact on the maps, but the central government has ever less control over rebellious provinces. The largest city, Karachi, is a chaos of gangland neighborhoods. The military government presses on with its bankrupting cold war against India in Kashmir while Baluch insurgents rampage at Pakistan's other end.

The Northwest Frontier – where senior terrorists hang their turbans – has never really been under government control. The tribes remain defiant and more closely bound to relatives in Afghanistan than to the radically different cultures of the Punjab and Sindh across the Indus. Sunni Muslims bomb Shia mosques. Minority Shias assassinate Sunnis. Both murder Christians. In Karachi, Muslims whose elders fled India at partition believe the government has betrayed them. Educated Pakistanis flee.

The notorious Inter-Services Intelligence (ISI) agency stages its own shadow plays. The ISI helped create the Taliban in 1990s Afghanistan, and elements within the intel service continue clandestine support of Taliban remnants – and possibly of al Qaida. The generals look away, reasoning that America and NATO won't always be in Afghanistan, but Afghanistan will always be next door to Pakistan. The military sees its struggling neighbor as potentially providing strategic depth in a war with India. For its part, the ISI is determined to be the ultimate kingmaker in Kabul.

As for the possibility of another war with India, both countries have come closer than the world realizes to pulling the nuclear trigger. Pakistan has a good early 20th-century infantry army that's repeatedly been trounced by India's mid-20th-century industrial-age military. Were demagogues on either side of the border to provoke a war, Pakistan would quickly feel compelled to go nuclear.

Meanwhile, the Musharraf regime continues to cooperate fitfully with the U.S. in the pursuit of terrorists. After surviving several assassination attempts, Musharraf doesn't care much for al Qaida, but not all of his subordinates share his moderate views. The situation is complicated by the difficulty of hunting terrorists in the rugged backcountry along the Afghan border – some of the world's most difficult terrain and home to tribes whose core competency is killing other human beings.

Pakistan's population has surged to almost 160 million, but its annual GDP of \$104 billion remains barely 15 percent of Mexico's – whose 105 million citizens we view as impoverished, although their per capita income is 10 times that of the average Pakistani's. Pakistan can't produce enough jobs, enough schools, enough clinics, or enough law and order. Its previous "democratic" governments stole everything in sight (and ravaged the environment) while pandering to religious extremists. Now the country's slowly dissolving, with the military the last functioning national institution.

Watch: The military's performance in Baluchistan, which has been embarrassingly inept to date. Can President Musharraf convince the ISI – the crucial player – to go after tough al Qaida targets? Will Musharraf survive? Watch for clumsy moves in Kashmir that attempt to divert popular discontent into a patriotic – and suicidal – face-off with India.

Crisis Watch bottom line: The best we can hope for is that Pakistan will continue to muddle through, avoiding a

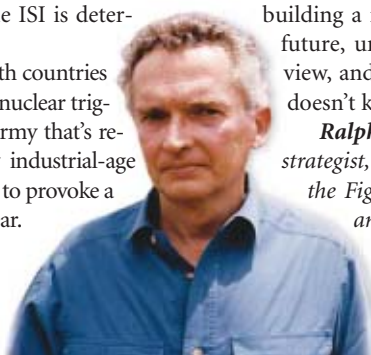
confrontation with India and cracking down on the worst terrorists. This second-largest Muslim-majority country – just behind Indonesia – has no hope of achieving economic health, and little hope of building a rule-of-law democracy. Its ruling class destroyed its future, unchallenged demagogues preach a medieval worldview, and behind a confident front, the military government doesn't know what to do. ★

Ralph Peters is a retired U.S. Army intelligence officer, strategist, columnist and novelist. His latest book, "Never Quit the Fight," is a pull-no-punches analysis of our recent wars and the battles still to come.

Were demagogues on either side of the border to provoke a war, Pakistan would quickly feel compelled to go nuclear.



Ralph Peters, at the time a U.S. Army major, observes Pakistani soldiers in the Khyber Pass, a 53-kilometer passage through the Hindu Kush mountain range connecting Pakistan and Afghanistan.



IMAGES PROVIDED BY RALPH PETERS

Join thousands in the most advanced WWII simulation ever. Start your free trial today!

HISTORICALLY ACCURATE WEAPONS

Experience combat action using vehicles and weapons from 1939 and beyond- all created using real world data and records from WWII.

MILITARY GRADE DAMAGE MODELLING

Unlike any game, Battleground Europe utilizes advanced 3D modelling to simulate vehicle damage- even down to historical armour values.

ADVANCED BALLISTICS & PHYSICS

Weapons employ precision ballistic models providing amazing fidelity. Vehicle models use advanced physics for more realistic behavior.

WORLD WAR II ONLINE BATTLEGROUND EUROPE

"This is the place to be if you are interested in some realistic combat."

-Gamboyz.com

"Game play is a mix of hard-core, pulse-pounding action, stealth, strategy and teamwork."

-MMORPG.com



www.battleground-europe.com



CHOOSE TO FIGHT

Choose to fight with German, French or British forces in the skies, on the seas or across the battlefields of western Europe. Fight with and against thousands of other players using historically accurate vehicles and weapons- a growing list of over 90!



FIGHT TO LIVE

Select one of 9 career paths in 3 different branches. Choose a brigade populated with soldiers, airmen, sailors, officers and High Commanders- made up entirely of other players. It's the ultimate combat environment where only your skill and knowledge determine your fate.

START YOUR 30 DAY FREE TRIAL AT

MMORPG

www.mmorpg.com/battleground

© 2006 Playnet Inc. All rights reserved. Cornered Rat Software and the Cornered Rat Software logo are registered trademarks of Playnet Inc. Battleground Europe and the Battleground Europe logo are trademarks of Playnet Inc. World War II Online and The Virtual Battlefield Series are trademarks of Playnet Inc.



10 QUESTIONS

MANFRED ROMMEL

The son of Germany's most famous World War II commander provides insight on the "Desert Fox's" final months.

When Field Marshal Erwin Rommel died by forced suicide on October 14, 1944, he carried his thoughts and opinions with him to the grave. Since then, much speculation has circulated about his Normandy defense, his relations with Nazi dictator Adolf Hitler, and his plans for future German army operations in France. Now Rommel's son, Manfred, shares with ACG readers the answers to some of history's most intriguing questions.

ACG What do you remember about the military situation in June 1944?

ROMMEL: There was permanent disagreement among the German generals as to how to [respond to] the situation. The generals coming from Russia said we should concentrate our armor in the center of France and we should enter a big mobile battle because our troops had much more experience in war. My father said, "No, this is not possible, because the British and American airpower is too great." He said we should place our armor on the coastline. We had a fortified coast and we would have had a chance in the first 24 hours [to drive the Allied forces off the beaches].

ACG Would you tell about your father's visit home to Herrlingen [a small town near Stuttgart] on June 4, 1944.

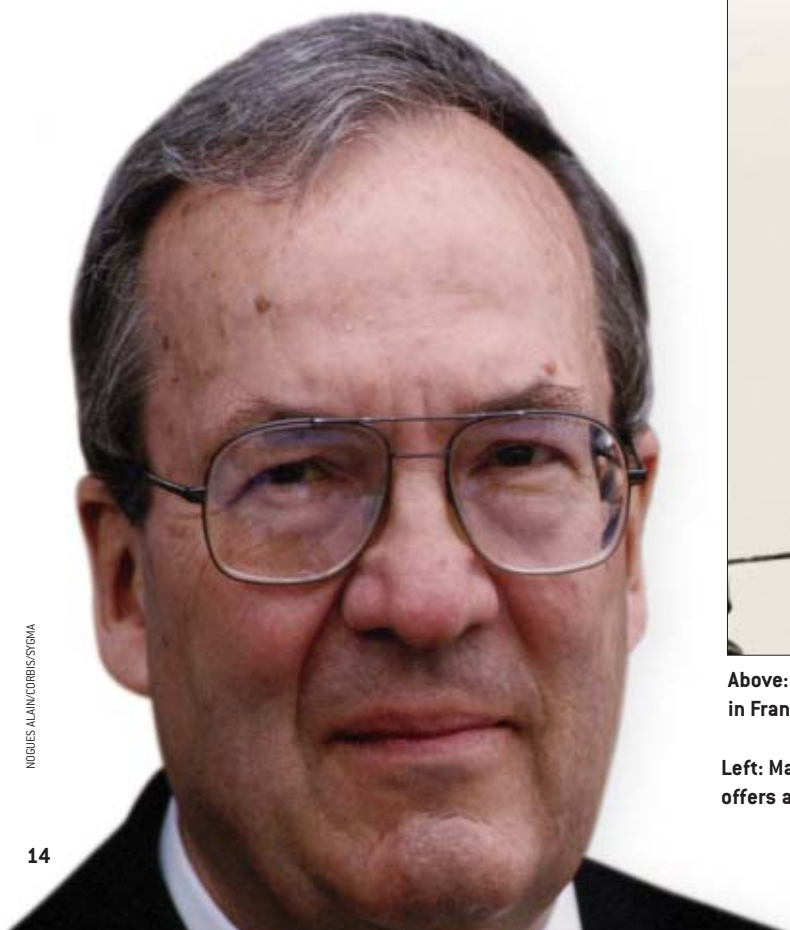
ROMMEL: Yes, I was 16 years old, serving in the anti-aircraft – a gunner. I took the train to Herrlingen to see my mother and father.

ACG To help give your mother a birthday party on June 6 [D-Day]?



Above: March 28, 1944. Rommel and his staff inspect an Atlantic Wall installation in France a few weeks prior to the Allied D-Day invasion.

Left: Manfred Rommel, son of legendary German Field Marshal Erwin Rommel, offers an inside glimpse at the last few months of his father's life.



NOEL ALAIN/CORBIS/SGMA

BETTMAN/CORBIS

ROMMEL: There should have been one but there was no birthday party because on the morning of June 6 – the day of my mother's birthday – the Normandy invasion occurred. Early that morning, about 7 o'clock, Major General Hans Speidel phoned my father. The first call, he was not absolutely sure if the main landing had taken place. He told my father to wait and he would call again soon when he had more information, and maybe my father could continue [to try to find] the way to approach Hitler. [Editor's note: Presumably, this would be concerning the release of panzer reserves that Rommel could use to oppose the invasion]. After an hour, Speidel called again and told my father that the landing had taken place. In the meantime, my father put his luggage in the car – he was very efficient [and] he kept his bags packed, ready to go. He went back right away to France.

ACG When Major General Speidel phoned your father to say that the Allies had landed in Normandy, Field Marshal Rommel was said to have replied, "How stupid of me." Where did he think they would land?

ROMMEL: My father was a mathematician. He believed it was possible they would land anywhere within range of their fighters. He said the most dangerous place was the Pas de Calais, but four weeks before the landing occurred in Normandy, my father tried to get the best panzer divisions moved to Normandy. But he did not get Hitler's permission. The day before that, he wished the coastal waters of Normandy [to be] mined by the German navy. But the admirals said, "We have our own plans." The leadership was disorganized at our headquarters. The navy wanted to make special operations when the Allies came, but my father said, "With what? All you have are small ships in the harbors." I think the key was that he went away from Normandy [to Herrlingen] after the navy told him, "The sea is too rough. They will not come. They cannot come." He blamed the navy for that.

ACG What were Field Marshal Rommel's feelings about command-



Rommel was only a few weeks into the Normandy battle when he was knocked out of the war.

ing a defensive position?
ROMMEL: My father thought that the D-Day landings were very important, and he hoped that in case the Germans were successful in fighting then the Western Allies would offer to Germany peace with acceptable conditions. But from the beginning it was quite obvious that the battle in France was lost and the next goal of my father was to surrender [the German armies] in the West. He tried on several occasions to talk about this with Hitler, but Hitler got almost crazy when he heard generals were thinking of surrendering. And then my father planned to surrender on his own responsibility. Today, it all looks very easy, but then it was absolutely impossible to give orders to the German army to turn around against Hitler. You needed a special occasion and my father thought that the day when the Allies penetrated the German front was adequate for such an appeal for ending the war in France. But my father was wounded on July 17 and was no longer in command.

ACG Is it correct to say that some of the German troops in Normandy were green, older men, such as militia or home guard units?

ROMMEL: Yes, of course, anybody who was prepared to answer the question, "Are you German?" with "yes" was accepted as "German." We had in our army many Poles and Ukrainians. When I was traveling by train to go to my unit in March 1945, the train was filled with Ukrainians and Russians in German uniforms, playing the balalaika and talking in Russian; but of course the Germans had also some very good troops [in Normandy] from the [regular] army and also from the SS. This was a major problem for my father because he had nothing to do with commanding the SS divisions. Before my father was hit by the fighter attack, he talked with the SS generals [in France] and asked them, "Is it right that we fight so long [in the West] until the Russians are in Berlin?" They said, "No." He asked them, "What will you do if I end the war in France?" They answered, "You are our commander in chief; we will follow you."

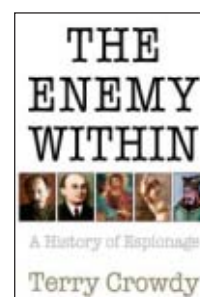
OSPREY PUBLISHING



ISBN: 978 1 784603 020 8 • \$32.95

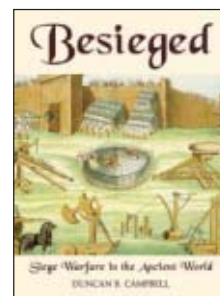
"This is a **superb and compelling** reexamination of the major historical, political, and ethical issues that continue to smolder many decades after the conclusion of the Vietnam War. I **highly recommend** *Rolling Thunder in a Gentle Land*. It is **among the best books of its kind** that I've encountered over the last dozen years."

-Tim O'Brien, author of *The Things They Carried*.



ISBN: 978 1 84176 933 2 • \$24.95

Historian Terry Crowley recounts the evolution of espionage. From the gender bending Chevalier d'Eon to the femme fatale Mata Hari, this complete history of espionage is packed with colorful characters and exhilarating stories.



ISBN: 978 1 84603 019 2 • \$24.95

Sieges played a central role in many conflicts of the ancient world, and generals such as Darius, Alexander the Great, Hannibal and Scipio Africanus successfully used siegecraft to gain their objectives. This engaging, fully illustrated book explores the development of siege warfare from Ancient Persia in the 6th century BC to the 4th century Roman World.

Osprey titles are available
wherever books are sold
www.ospreypublishing.com

My father often talked about an attempt on Hitler's life, but he was against it because he thought a dead Hitler was more dangerous than a living one.



TIMEX/PICTURE LIFE PICTURES/GETTY IMAGES

According to his son, Field Marshal Rommel (shown here accompanied by an aide) was prepared to surrender the German army in the West once the Allied landings in France proved successful.

ACG Did the German generals know that the end was coming soon?

ROMMEL: Yes, there were generals who believed something must be done to influence the end of the war. Many generals believed Hitler was crazy. Hitler knew nobody would make peace because he had given orders to mass-kill the Jews in concentration camps. He knew what had been done and he knew that a normal society would not accept it. People think the German citizens all shut up and said [to Hitler], "Yes, sir!" But this was not so. My father told Hitler a lot of things he hated to hear. My father came back from Africa and proposed to withdraw the German army from Tunisia, and when he came to Hitler's headquarters in 1943 to discuss the military situation, my father said, "The most essential thing to understand is that we cannot win the war." And he was right.

ACG How do you think Hitler could have been stopped?

ROMMEL: Many people believed that Hitler was a patriot and if he could see no way out he would kill himself. But it was the opposite. Hitler was a crazy artist who wanted to produce

something in reality. For him, the last act would be the end of Germany. Hitler said, "If Germans will not fight with me to the last, they are not worthy to survive." That was his great strategy! When Hitler was a soldier in the First World War, he was a corporal. His company leader said he was not qualified for becoming a sergeant because he lacked any capability of leadership.

Although most famous for his exploits in the deserts of North Africa, Rommel spent his final months preparing for the Allied invasion of German-occupied France.

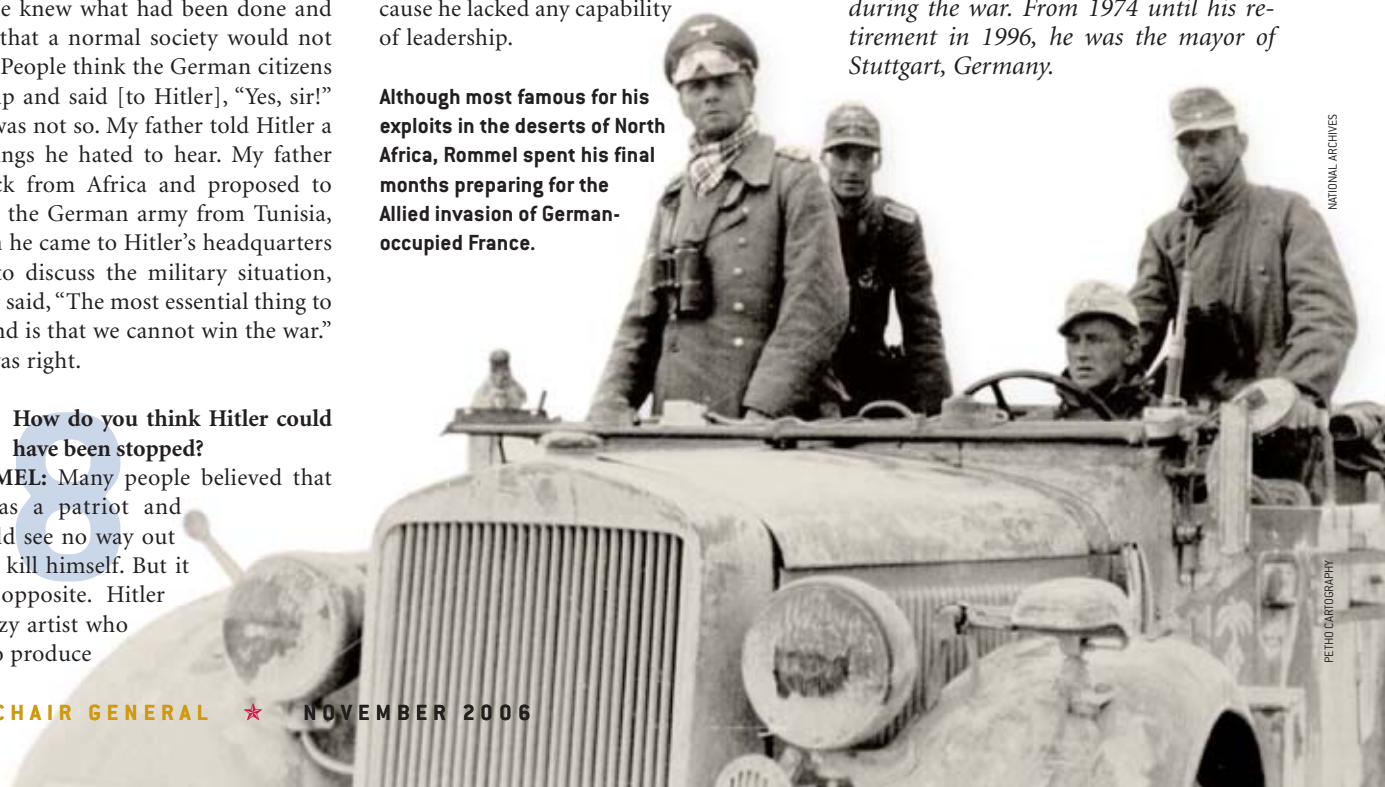
ACG Can you comment on the plot to assassinate Hitler?

ROMMEL: My father had some relations to the later [July 1944] plot in Berlin. [The plotters planned to seize control of German leadership after their July 20 attempt to assassinate Hitler in East Prussia.] I always had the impression he never thought they [the plotters] would really do anything. They talked theory, because they had no troops [to back up the assassination]. My father often talked about an attempt on Hitler's life, but he was against it because he thought a dead Hitler was more dangerous than a living one. So, if necessary, surrendering was by far the best thing to do because although Hitler could influence the Germans he could not influence General Eisenhower after the [Western] Front was opened.

ACG If your father were still alive and able to attend D-Day celebrations in Normandy, would he go?

ROMMEL: Oh, you would have to carry him! It's very difficult to say. I do not think my father had the intention to survive the war. Especially after all the casualties in France. ★

Manfred Rommel, columnist and author, is the son of Germany's most well-known World War II battlefield leader, Field Marshal Erwin Rommel. The younger Rommel was a teenage soldier during the war. From 1974 until his retirement in 1996, he was the mayor of Stuttgart, Germany.



NATIONAL ARCHIVES

PETHO CARTOGRAPHY

THE MORT KÜNSTLER LEE-JACKSON TRIBUTE RIFLE

Designed by America's Foremost Civil War Artist

Today, many generations since the last gunshots echoed in 1865, the events and figures of the Civil War continue to captivate and intrigue us, and interest in the Civil War has never been stronger. Therefore, in a remarkable joint effort, America Remembers and Mort Künstler, America's foremost historical artist, are proud to bring you the Mort Künstler Lee-Jackson Tribute Rifle, a handsomely decorated Henry rifle honoring General Robert E. Lee and General Thomas J. "Stonewall" Jackson, two of the most fascinating leaders from the Civil War.

To capture every authentic detail in his paintings, Mort Künstler researches weapons, flags, uniforms, and equipment of the era, while spending countless hours consulting with historians and visiting the actual battlefield sites. It has been said that a Künstler painting is like a moment in history frozen in time, and the millions of Americans who enjoy his work will agree!

In creating the Mort Künstler Lee-Jackson Tribute Rifle, both America Remembers and Mort Künstler knew one rifle was the perfect firearm for this issue – the Henry rifle. The legendary Henry Rifle was considered by many as the most effective firearm available during the War and was held in the highest esteem by both Union and Confederate forces. The Tribute is a detailed recreation of the Henry Rifle, each produced by the incomparable artisans of Uberti, whose master craftsmen have painstakingly reproduced the greatest firearms of history for more than four decades. Each rifle is a working firearm in caliber .44-40 with a blued, 24 1/4 inch half-octagonal barrel with a tubular magazine.

Each of the six images for the Tribute was hand-drawn by Mort Künstler especially for the design of the rifle's receiver. The artist selected some of the most popular images from his paintings depicting the camaraderie and military genius of Lee and Jackson, and then tailored them to fit the rifle.

Craftsmen commissioned specifically for this Tribute by America Remembers, have captured Künstler's artwork in minute detail, with a nickel decorated background serving as the canvas for the artwork. A special blackened patina highlights the artwork for maximum detail. The images of Lee and Jackson are framed by an elegant 24-karat gold decorated background, which also features stylish scrollwork. Completing the Tribute's decorations are the polished and 24-karat gold decorated lever, buttplate and hammer. Finally, to identify this Tribute as an authentic and official Künstler creation, Künstler's own stylish signature is laser-carved into the rifle's walnut stock.

ONLY 300 AVAILABLE

Only 300 Tribute rifles will ever be produced. We will arrange delivery of your working Tribute rifle through a licensed firearms dealer of your choice. Each rifle comes with our 30-day guarantee of satisfaction. If for any reason you are less than satisfied with your Tribute, you may return it in original unfired condition within 30 days for a complete refund. Your Tribute will be individually numbered from 001-300, and shipped with a matching numbered Certificate of Authenticity, which will confirm your place among the elite rank of collectors.

This exclusive Mort Künstler Tribute Rifle issue is certain to be a prized possession for Civil War and firearms enthusiasts alike. And, with an edition limit of only 300 rifles, we anticipate a strong demand, but you have the opportunity to secure one for yourself – if you act promptly.

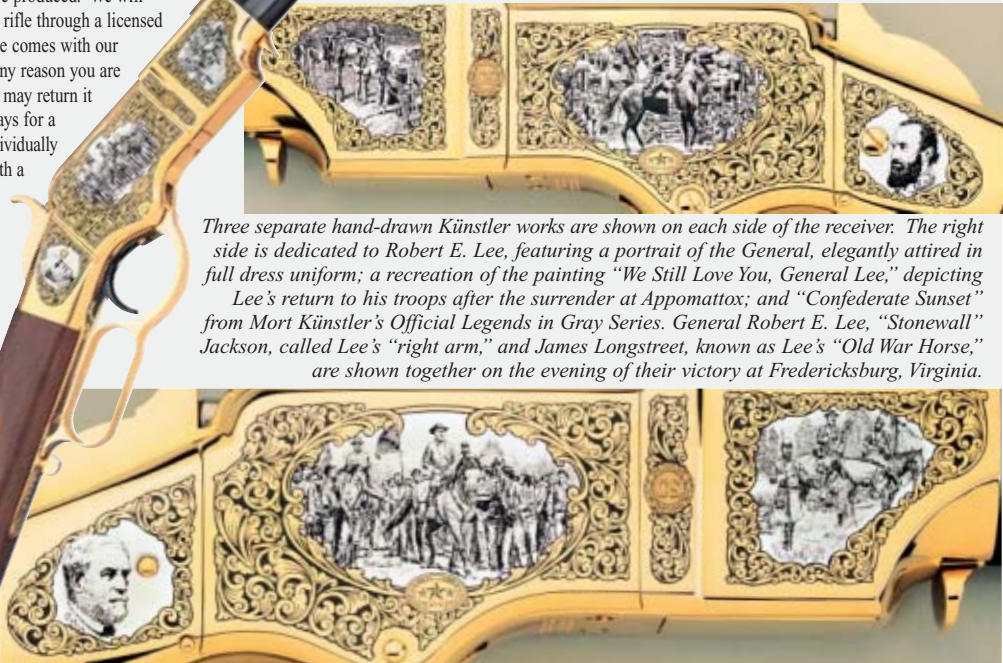
Caliber:
.44-40
Barrel length:
24 1/4"

The Tribute rifle is issued under license from Künstler Enterprises, Ltd. ©2006 Mort Künstler, Inc.



"Collectors of Civil War art don't expect just good art – they demand authentic historical art."
– Mort Künstler

Like many historians, Künstler considers General Thomas J. "Stonewall" Jackson one of his favorite personalities of the Civil War and the left side of the rifle presents a stirring tribute to him. The first panel features a detailed portrait of Jackson, grim-faced and determined. For the central panel, Künstler has redrawn key figures from his work, "There Stands Jackson Like a Stone Wall." The third panel, "The Last Council," represents Künstler's unique and unsentimental interpretation of the last meeting between legendary Confederate figures, Lee, Jackson and J.E.B. Stuart, planning their strategy prior to the fateful battle of Chancellorsville.



Three separate hand-drawn Künstler works are shown on each side of the receiver. The right side is dedicated to Robert E. Lee, featuring a portrait of the General, elegantly attired in full dress uniform; a recreation of the painting "We Still Love You, General Lee," depicting Lee's return to his troops after the surrender at Appomattox; and "Confederate Sunset" from Mort Künstler's Official Legends in Gray Series. General Robert E. Lee, "Stonewall" Jackson, called Lee's "right arm," and James Longstreet, known as Lee's "Old War Horse," are shown together on the evening of their victory at Fredericksburg, Virginia.

I wish to reserve ____ of the **"Mort Künstler Lee-Jackson Tribute Rifle(s)"** at the current issue price of \$2,295.* My deposit of \$195 per rifle is enclosed. I wish to pay the balance prior to delivery at the rate of \$100 per month, no interest or carrying charges. Thirty-day return privilege.
*Virginia residents please add sales tax.

☐ My check is enclosed for \$_____.
☐ Charge payment of \$_____ to:
☐ VISA ☐ MasterCard ☐ AMEX ☐ Discover

No. _____ Exp. _____

Name _____
Address _____
City/State/Zip _____
Telephone (_____) _____

America Remembers®

10226 Timber Ridge Drive ★ Ashland, Virginia 23005
Visit our website at: www.americaremembers.com

To place your reservation toll-free call **1-800-682-2291**

BEHIND TODAY'S HEADLINES

The Navy in Iraq

The Army and Marine Corps aren't alone in Iraq – the Navy's there too!
Here's one Sailor's report.

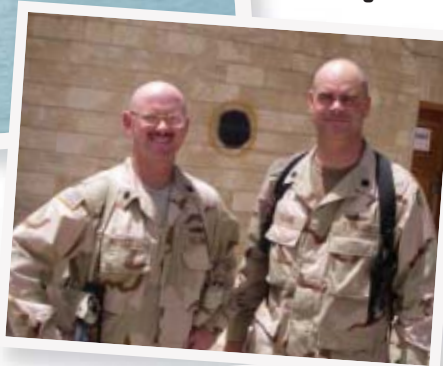


ABOVE: U.S. Navy Cmdr. Brendan McLane stands in front of a lake teeming with fish – but the Army prohibits eating any of them! Saddam's former "Victory Over America and Iran Palace" is visible in the background.

Deploying to the Middle East is nothing new for the Navy. According to *Navy News*, "The number of Sailors serving ashore in Iraq has grown to over 4,000, and about 11,000 Sailors are serving throughout the 27 countries of U.S. Central Command."

My first tour in this region was in 1995 as the navigator on the guided missile cruiser USS *Vicksburg*. While helping to enforce the U.N. embargo, U.S. and other Allied navies – Belgian, New Zealand and British – patrolled the Persian Gulf looking for ships carrying contraband. We spent a lot of our time in the northern Gulf, stopping and searching dhows. I often wondered what the country

BELOW: Navy Cmdrs. Rick Russell and Brendan McLane pose at their duty station in Iraq. Both Sailors serve in the Army's 354th Civil Affairs Brigade.



Cmdr. Brendan McLane arrives at Baghdad International Airport in April 2006 and joins 4,000 fellow U.S. Navy Sailors serving on the ground.

looked like where those little boats were headed. Now, I'm finding out.

This tour I'm serving on sand, not water. I've been deployed to Iraq with a U.S. Army civil affairs outfit. We're located near the airport, but a veritable cornucopia of wildlife surrounds us – there are more birds than planes here. The nearby lakes are teeming with fish, including fat carp the size of small dogs. Of course, any activity on the lakes is prohibited – no boating, swimming or having fun. The Army lets us fish but then bans us from actually *eating* the fish we catch. Many people just settle for feeding the fish with bread and popcorn. These "American hand-outs" set off a tremendous feeding frenzy with the turtle minority fighting the fish majority for the scraps. While it's fun to watch, one can't help but think it's a metaphor for the current situation in this country.

I've been here a month working a plans job in our Operations Section. The Army doesn't refer to us by our job title as the Navy does on a ship. In the fleet, a person is what he does: The communications officer is "Commo," and the chief engineer is "Cheng." Yet the Army's "battle rhythm" is not that different from a deployed staff at sea. We get up early in the morning and go to bed late, working all day reading and writing e-mails, making phone calls, and getting the latest reports from the secure Internet – ad infinitum. War here is more often characterized by unrelenting boredom than by combat action.

The majority of our staff officers are Navy, yet everyone seems to have adjusted well. The Operations Section is a hub of activity with five naval officers and two chief petty officers working on current issues and future plans. We're all under the direction of a brash old Army colonel whom we've nicknamed the "Tasmanian Devil." He comes in like a whirlwind and growls orders just like the cartoon character. He initially seemed unsure of what kind of subordinates the Army and Navy had sent him, but since then we've all settled comfortably into our world of controlled chaos – just like any other U.S. military staff. ★

Commander Brendan McLane is currently assigned to the Strategic Planning Division of the Navy Staff, Pentagon. He recently volunteered to serve as an individual augmentee to the Army and is the plans officer for the 354th Civil Affairs Brigade.

ALL IMAGES PROVIDED BY CMDR. BRENDAN MCCLANE

I fly Sikorsky.

Because this is war.

I fly a Sikorsky BLACK HAWK helicopter in combat. It's dependable and durable, and I'm confident it will bring me back safely. Sikorsky not only sets the standard for rotorcraft excellence and safety; they exceed it. It's evident in everything from the reliable performance of my BLACK HAWK to the way they support me in the field. The way I see it, not every soldier gets to fly in a helicopter this good. But they should.

Sikorsky.



Sikorsky

A United Technologies Company

www.sikorsky.com

DISPATCHES

UNCOMMON VALOR

Navy Cross for Fallujah Combat

In May 2006, Sergeant Major Bradley A. Kasal of Afton, Iowa, received the Navy Cross for the extraordinary heroism and leadership he exhibited while serving as first sergeant of Weapons Company, 3d Battalion, 1st Marine Regiment, 1st Marine Division. Kasal earned the medal, second only to the Medal of Honor, for his combat action on November 14, 2004, during bitter fighting in the battered Iraqi city of Fallujah.

That day, as then-First Sergeant Kasal assisted one of his platoons inside the city, intense gunfire broke out in an Iraqi home to his immediate front. Seconds later, he witnessed Marines rapidly exiting the building known as the “House of Hell,” which insurgents had set up to lure Marines inside where they would be killed. When Kasal realized Marines were pinned down in the infamous house, he selflessly charged inside to rescue them.

“Going in for them was the right thing to do,” he said. “They’re Marines, and I’m a Marine. We look out for each



Lt. Col. David L. Reeves, commanding officer of Assault Amphibian School Battalion, congratulates Sgt. Maj. Bradley A. Kasal on receiving the Navy Cross for his extraordinary heroism exhibited on November 14, 2004, in Fallujah, Iraq.

other.” Upon entering, Kasal found himself face-to-face with an insurgent whom he neutralized at close range. Shortly afterward, AK-47 gunfire erupted from all directions and Kasal

was hit from behind.

“While I was in that house, I made life-or-death decisions,” Kasal said. “I never thought I would live through any of them, but I did what I did to help the other Marines.” Refusing medical attention, he continued fighting insurgents and tending to wounded comrades inside the building. At one point, he used his body to shield a fellow Marine from the explosion of an enemy grenade.

By the time Kasal was carried out of the “House of Death,” he had lost approximately 60 percent of his blood from more

than 40 grenade fragment wounds and seven 7.62 mm AK-47 gunshot wounds. Now fully recovered and promoted to sergeant major, Kasal said, “I am blessed to recover from my injuries, which the doctors thought would never happen, and regain my place in the Marine Corps. I would take the pain of surgeries any day over the pain of being away from my Marines.”

Story by Lance Corporal Patrick J. Floto, USMC

CWPT Aims to Save Battlefield

The Civil War Preservation Trust has issued a “call to arms” to all who are interested in saving our Civil War history. Come stand with CWPT in what is – by many millions of dollars – the greatest battlefield preservation project it has ever attempted. The stakes are high – the cost is \$12 million – but the payoff is *priceless*: Rescuing part of our precious Civil War heritage, a key section of the Fredericksburg battlefield.



The Slaughter Pen Farm is CWPT's latest – and biggest – battlefield rescue project.

The December 1862 battle became a disaster for the Union forces of Major General Ambrose Burnside when well-positioned Confederates under General Robert E. Lee repulsed one bloody assault after the other on the Sunken Road at Marye's Heights. Yet forgotten in the wake of the Union defeat is the fact that an important southern section of the battlefield held the key to victory. Here, General

Fair Share?

ACG readers may be surprised to note that, according to the fiscal year (FY) budget submitted by the president, the U.S. defense budget for FY 2007 is only 3.8 percent of America's gross domestic prod-

uct (GDP). This represents a continuing steady decline in the military's share of GDP since the end of the Cold War and seems at odds with the perceptions of those who assume that bloated military spending accounts for a large share of the national debt. During the Vietnam War, the highest percentage reached for the military

share of GDP was slightly over 9 percent (1968). After dipping sharply following the U.S. involvement in Vietnam, Department of Defense spending rose to nearly 7 percent of GDP during the Reagan years (1980-1988), and then steadily decreased to 3 percent following the Cold War. It spiked to around 4 percent in 2004-2005

to support Global War on Terror commitments. Future budget plans show the DoD's GDP share dropping below the 3-percent level by 2017.

How does the United States stack up? Russia's defense ministry recently announced plans to raise that country's defense budgets to just under 3 percent of Russian GDP.

Stonewall Jackson (see *Battlefield Leader*, page 88) narrowly prevented Union troops from exploiting a 600-yard gap in Confederate lines and turning the tide of the battle.

Central to the fighting in this southern area – it produced 5,000 casualties and five Medals of Honor – were the actions at the Slaughter Pen Farm, a 208-acre tract of land that stood in grave danger of being lost to development. CWPT President (and member of the ACG Advisory Board) James Lighthizer recently wrote, “This is the biggest challenge we’ve ever faced. This land is already zoned for industrial use, and development is encroaching on its borders as we speak. If we cannot save it now, it will be destroyed.”

ACG urges readers to answer this “call to arms” – consider joining CWPT or making a donation to support its worthy efforts. Due to matching funds, every dollar donated is worth \$2.50. Learn more at CWPT’s website, civilwar.org, or visit armchairgeneral.com.

CIVIL WAR PRESERVATION TRUST



Dedicated – to Honor, Courage and Commitment



The spire of the National Museum of the Marine Corps evokes the famous flag raising on Iwo Jima. This architectural rendering with the flag raising superimposed illustrates the spire’s design.

courage and commitment. Located on a 135-acre site at Quantico, Virginia, the 100,000-square-foot museum is topped by a dramatic 210-foot spire that is

tilted to evoke the Corps’ most enduring image – the flag raising atop Mount Suribachi during the struggle for Iwo Jima.

The museum includes a central Leatherneck Gallery surrounded by “era” galleries dedicated to the Marine Corps’ achievements throughout its history. Above the museum’s

entrance, an inscription beckons visitors to “Enter and Experience What It Means to be a Marine.” They then pass through exhibits on the landing on Iwo Jima, the siege of Khe Sanh in Vietnam, Marine Corps boot camp, and many other realistic presentations. Thousands of historical artifacts are on display, including one of the Corps’ most treasured relics – the actual flag raised on Mount Suribachi.

For more information, visit the Marine Corps Heritage Foundation website, usmcmuseum.org, or follow the links posted at armchairgeneral.com. The foundation is a private, not-for-profit organization that relies on donations to support its projects, including the National Museum of the Marine Corps. ACG hopes its readers will consider making a tax-deductible donation to this outstanding tribute to America’s Marines – past and present.

FENTRESS BRADBURY ARCHITECTS

And the Winner Is ... FDR!

The president who led America through World War II, Franklin D. Roosevelt, has won the Tournament of Presidents held by the Hauenstein Center for Presidential Studies at Michigan’s Grand Valley State University. The contest, set up much like an NCAA basketball tournament, asked visitors to the website (allpresidents.org) to cast their vote for “the American president who has had the most impact on the world.” The 24 men in the tournament’s “first round bracket” (after eliminating double counts) were selected based on three criteria: all 19 wartime presidents; all presidents who had a foreign policy named after them; and the 10 highest-rated candidates from each of three major presidential surveys. (After removing duplicates, the latter criteria yielded 14 men.)

Although the tournament’s “final four” – George Washington, Abraham Lincoln, FDR and Ronald Reagan – were impressive, the majority of the more than 8,500 votes went to Franklin D. Roosevelt. FDR, America’s only president elected to office four times, led the country through the Great Depression and World War II, and helped found the United Nations.



President Franklin D. Roosevelt delivers one of his fireside chats.

BETTMANN/CORBIS

DISPATCHES

Jesse James Rides ... Again!

Jesse James – the Missouri Civil War guerrilla who took the skills he learned while riding with William Quantrill and Bloody Bill Anderson and later applied them to the banking and railroad industries – is riding again. This time actor Brad Pitt plays Jesse in an upcoming film based on Ron Hansen's book, *The Assassination of Jesse James by the Coward Robert Ford*. Pitt joins a long line of Hollywood actors who've portrayed the famous Confederate outlaw, including:

Jesse James Jr. (*Jesse James Under the Black Flag*, 1921. Yes, Jesse's real-life son stars in this silent film.)

Roy Rogers (Portrayed Jesse

in several 1940s and 1950s B movies – but Roy just played “Roy,” as usual.)

Tyrone Power (*Jesse James*, 1939. Pure Hollywood mythmaking, but Power is hands down the handsomest film Jesse. ... Sorry, Brad!)

Clayton Moore (*Jesse James Rides Again*, 1947. Moore switched to the right side of the law a few years later as TV's *The Lone Ranger* – he kept the mask, however.)

Audie Murphy (*Kansas Raiders*, 1950, and *A Time For*



Brad Pitt portrays Jesse James in a new film.

WARNER BROS.

Dying, 1969. The one actor who played Jesse that you don't want to challenge to a real gunfight!)

Robert Duval (*The Great Northfield Minnesota Raid*, 1972. Jesse's least successful bank robbery attempt.)

James Keach (*The Long Rid-*

ers, 1980. All “brother” roles were played by real-life actor brothers; Keach's brother, Stacey, played Frank James.)

Rob Lowe (*Frank & Jesse*, 1994. Surprisingly well done and well acted. Lowe's Jesse might be the best portrayal of them all.)

Colin Farrell (*American Outlaws*, 2001. You've got to be kidding!)

Our least favorite Jesse has to be B-movie vet **John Lupton** in *Jesse James Meets Frankenstein's Daughter*, 1966. Need you ask why?

Pitt's fans will undoubtedly fill the theaters for this latest Jesse flick, while some of us will watch it just to see the tabloids' favorite subject get shot. (Hey, Brad, er Jesse, would you mind adjusting that picture on the wall?)

Elusive Target. According to German historians, Nazi dictator Adolf Hitler survived at least 42 assassination attempts and/or murder plots during his active political career (1923-1945) before dying by his own hand on April 30, 1945.

Wounded Knee Losses. While serving on the frontier, the casualties suffered by the 7th U.S. Cavalry Regiment at Wounded Knee Creek were second only to the regiment's disaster at Little Bighorn. Its tragically inept attempt to disarm the band of Sioux on December 29, 1890, left 64 Soldiers killed or wounded. As many as 150 Indian men, women and children also died.

Slaughter. During 2004, drunk drivers killed near-

DID YOU KNOW?



Soldiers of the 7th Cavalry fire on Sioux warriors after attempts to disarm the Indians turn deadly at Wounded Knee Creek.

ly 17,000 Americans and injured another 500,000 on U.S. highways. To put these numbers in a military perspective, consider World War I's infamous Battle of the Somme. On the tragic first day, July 1, 1916, about 19,000 British soldiers died.

Total British casualties reached 500,000 by the battle's end in November.

Longevity. This year marks the 50th anniversary of the declaration of “combat readiness” for the U.S. Air Force's B-52 Stratofortress,

America's hard-hitting bomber and weapons platform still on active service. Other long-lasting weapons include World War II's M-2 .50-caliber Browning machine gun, widely deployed today in Iraq and Afghanistan.

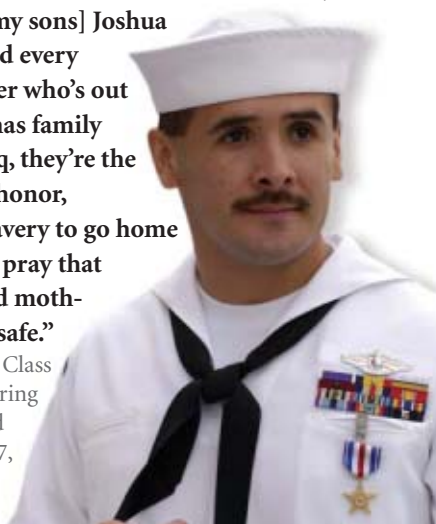
Lifesavers. During U.S. combat actions in the Vietnam War (1965-1973), helicopters evacuated 970,000 wounded American servicemen from the country's battlefields.

Deadly Business. The Red Army trained over 2,000 women snipers during World War II. Of that number, only about 500 survived the war. Lyudmila Pavlichenko, Russia's leading female sniper, accounted for 309 confirmed kills.

FIGHTING WORDS

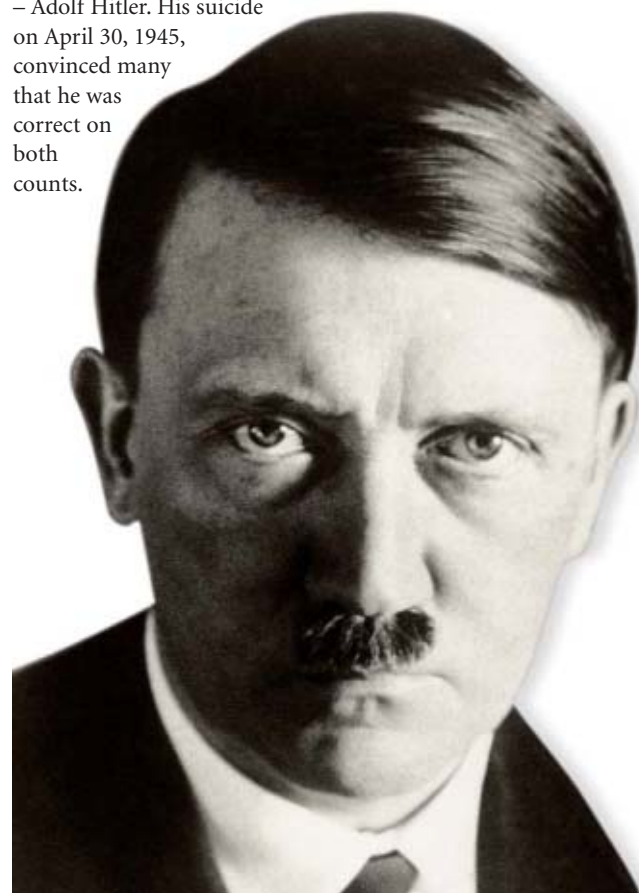
“When people ask me what it is like to be looked upon as a hero, I don’t see myself as such, because [my sons] Joshua and Mathew, and every son and daughter who’s out there and who has family members in Iraq, they’re the heroes. It takes honor, courage and bravery to go home every night and pray that their fathers and mothers come home safe.”

– Petty Officer 2d Class Juan M. Rubio during a Silver Star award ceremony, April 27, 2006.



“I might be killed by a criminal, or by an idiot, at any time.”

– Adolf Hitler. His suicide on April 30, 1945, convinced many that he was correct on both counts.



“The raising of that flag on Suribachi means there will be a Marine Corps for the next 500 years.”

– Secretary of the Navy James V. Forrestal, observing Iwo Jima from a ship near the invasion beaches on February 23, 1945.

“In consequence of a somewhat shambling, awkward gait, and the habit of carrying his head down in a thoughtful attitude, [Thomas J. Jackson] seemed less of stature than he really was. ... He had bluish-gray eyes and a somewhat sallow complexion, but which inclined to ruddiness upon exercise or blushing. ... His voice was thin and feminine – almost squeaky – while his utterances were quick, jerky and sententious, but when once made were there ended.”

– Brig. Gen. John C. Tidball, U.S. Army, describing Stonewall Jackson as a West Point cadet.



“You may be whatever you will resolve to be.”

– Stonewall Jackson’s most famous maxim, taken from *Lectures to Young Men on the Formation of Character* (1851) by Connecticut minister Joel Hawes.

U.S. NAVY PHOTO

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

BETTMANN/CORBIS

DISPATCHES

OCTOBER & NOVEMBER EVENTS

OCTOBER 19, 1781

Cornwallis Surrenders at Yorktown

This year marks the 225th anniversary of George Washington's victory in the culminating battle of the American Revolution. The defeat of Lord Cornwallis and his surrender of the British garrison at this small tobacco port on Virginia's York River finally convinces English politicians that the war against the American revolutionists is unwinnable. Peace negotiations lead to the Treaty of Paris in 1783 and American independence.

The remarkable march of Washington's army and French commander Rochambeau's force, which covers 600 miles and passes through what are today nine states, enables the triumph at Yorktown. Rochambeau's French contingent moves from its base in Rhode Island while Washington's main body departs from positions in New Jersey, where it has kept British ground troops bottled up in New York City for several years. The combined Franco-American troops lay formal siege to Yorktown and eventually compel Cornwallis' surrender.

ACG Exclusive! Readers now have the opportunity to retrace Washington and Rochambeau's historic "route to victory." Visit armchairgeneral.com to read the groundbreaking *Walk*



This John Trumbull painting depicts the surrender of Lord Cornwallis' army to American forces at Yorktown, October 19, 1781.

Where They Fought article by noted historians Barnet Schecter and Robert A. Selig. This exclusive "walk through history" features numerous links to supporting websites that provide an unprecedented wealth of historical information about each of the tour points along the route. Celebrate the 225th anniversary of the battle that won American independence by tracing the footsteps of the Soldiers whose courage and sacrifice created the United States of America.

NOVEMBER 19, 1942

The Red Army Launches Operation Uranus at Stalingrad

Four Soviet fronts (army groups), including Marshal Konstantin Rokossovsky's Don Front, attack mostly inferior German forces (Romanian Third and Fourth Armies) northwest and southwest of the beleaguered city of Stalin-

grad on the Volga River. Fighting inside Stalingrad, the Sixth German Army is cut off from any hope of outside relief and its fate is essentially sealed. Hitler's disastrous "stand fast" order to Sixth Army commander General Friedrich Paulus succeeds only in assuring the loss of 300,000 German troops, about 90,000 of whom survive the brutal fighting to surrender to Russian forces on February 3, 1943. The battle marks a turning point in World War II and is thereafter considered one of the greatest clashes of arms in world history.

Rokossovsky's success at Stalingrad helps propel him to the top of the list of the Red Army's finest commanders and is another watershed victory highlighting his remarkable rise from purge victim (1937) to victorious marshal by war's end in 1945. (See *Commander Dossier*, "Marshal Konstantin Rokossovsky," page 28.)



Russian infantrymen attack German-held positions outside of Stalingrad in 1942.

DESTINATIONS

Tank Museum has the World's Largest Collection

Tanks galore! Armored fighting vehicles from World War I to the present! Nearly 300 tanks representing 26 countries! The world's only operational Tiger tank! Tank rides!

Do the above headlines get your attention? They certainly should since they describe what's in store for readers who are able to visit The Tank Museum in Bovington, Dorset, United Kingdom. Boasting the world's largest collection of tanks and armored fighting vehicles – from the unique models of World War I to the British army's current main battle tank, the Challenger – the museum is a real “must-visit” destination for every *Armchair General* reader and armor enthusiast!

Of all the superb examples in the collection, however, surely the German Tiger Tank must rank as the *pièce de résistance*. Museum spokesman Nik Wyness agrees, confirming, “The Tiger is probably our most famous exhibit.” Tiger 131 was captured in the spring of 1943 by a squadron



THE TANK MUSEUM

The Tank Museum features this fully restored, operational German Tiger II tank captured in 1943.

of British Churchill tanks from 48 Royal Tank Regiment. Now, as the result of a 10-year restoration project, it is up and running again – and thrilling visitors!

In addition to its hundreds of tanks and armored fighting

vehicles, the museum features a library containing one of the world's most extensive collections of publications on armored warfare and related subjects, as well as a photo archive of over 250,000 images.

The Tank Museum is a reg-

istered charitable trust and depends on donations, grants and admission fees to operate. For more information, including how to make a very welcome donation, visit tankmuseum.org or follow the links at armchairgeneral.com.

First PC Game to Chronicle the Origins of Islam

Historically based real-time strategy (RTS) games for the PC are nothing new, and countless titles have covered the Crusades and other conflicts of the Holy Land following the fall of the Roman Empire through the Middle Ages. Soon, however, gamers will have the chance to view things from an entirely different perspective

with a title in development from Syrian-based Afkar Media. *Quraish* – its name derives from the tribe of the prophet Mohammed – focuses on the earliest 100 years of the Islamic religion, chronicling the rise to power of the Muslim state.

This first-ever Arabic RTS game will feature four cam-



AFKAR MEDIA

paigns with more than 30 levels, each with its own distinct objectives and paths to victory. Players can choose the role of a Bedouin sheik and work to earn the respect of other nations, or they can command armies to defeat rival tribes and other major powers. In addition to its campaign mode, *Quraish* offers

regicide mode and quick combat via death match. The final product will feature four playable nations including the Bedouins, Arabs, Persians and Byzantine Romans. Dozens of unique military units are available as well as 60 historically based characters, including military generals and leaders. *Quraish* will be available via download in the fall of 2006 (quraishgame.com/qe_index.htm).

Story by “ACG” contributing author Peter Suciu.

DISPATCHES GEAR

1 **SONY READER** **Light Reading**

You no longer have to tear out the most-likely-to-be-needed pages from your guidebooks or choose just one Tom Clancy novel to toss in your sack. The **Sony Reader** puts nearly 80 books in the palm of your hand, so you can always have your favorite reads close by even if you're thousands of miles away from the nearest Barnes & Noble. The palm-sized wonder won't weigh you down, either – it comes in at a super-light 8.8 ounces. Plus, one charge gets you more than 7,000 page turns, meaning your mini-library will still be accessible even during the longest tours of duty. (\$350, sonystyle.com)

2 **GARMIN FORERUNNER 305** **Run for the Hills**

This wrist-top heart rate monitor is compact and waterproof, and with GPS capability, it goes way beyond just keeping track of your ticker. The **Garmin Forerunner 305** allows you to create your own workouts or use downloadable ones. Plus, features like auto lap and auto pause allow you to measure, calculate and analyze lap times. Tech-savvy cadets will want to download their data onto motionbased.com, a web application that takes your heart rate and cadence data, as well as the GPS information from your workouts, and uses it all to analyze your performance and map your route. Ideal for trails and city streets alike. (\$377, garmin.com)

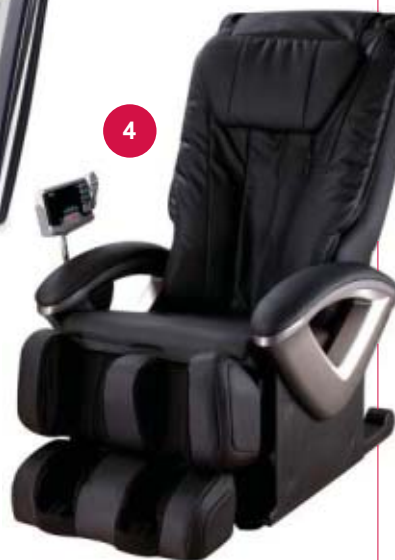
3 **OAKLEY RAZRWIRE** **Sight and Sound**

Not every mission takes you into uncharted territory. **Oakley's Razrwire** glasses do what any standard-issue optic will – protect your eyes from UV

To Give and Get

By Jeanine Detz

Sure, you can *live* without high-tech toys like these, but really, why should you? Here's what we want (needs be damned) for the holidays.



rays and impact. But this pair also provides Motorola Bluetooth® technology, so you have hands-free communication at-the-ready. Razrwire eliminates the need to carry a cumbersome headset in your rucksack and is much more comfortable than the around-the-ear model you're probably using. Plus, the frames are prescription-ready, so you can customize them with corrective lenses. (\$250, Oakley.com)

4 **SANYO'S INTELLIGENT MASSAGE CHAIR** **Ahhh-ten-shun!**

Treat yourself like a five-star general, even if you're just playing video games or watching TV. **Sanyo's Intelligent Massage Chair** has robotic rollers that replicate the kneading of a live masseuse's hands. And this workhorse knows where to go – a sensor monitors your body temperature, perspiration and pulse to find areas of stiffness and massage them on out. Sure, it probably costs more than your first car, but trust us: One try and you'll be willing to sell your current ride to get your hands on this. (\$3,995, sharperimage.com)

5 **HUMMER H3X** **Hummer Luxe**

Imagine what would happen if the folks at *Pimp Your Ride* got their hands on a Hummer, and you've got the **H3x**. Chrome accents – including 18-inch rims – and a unique body-color grille and spare tire cover scream "street ready." But this Hummer hasn't forgotten its military lineage: A Vortec 3500 engine cranks the power up to 242 horses – a much-needed improvement on the H3's original 220 – and the interior has seating for an infantry of five. (\$38,065, hummer.com)

1. SONY ELECTRONICS, INC. 2. GARMIN LTD. 3. OAKLEY, INC. 4. THE SHARPER IMAGE 5. GENERAL MOTORS CORPORATION

**PRICE
DROP
FOR
2006!**



In 1996, MagWeb.com launched with one goal: create the world's largest on-line archive of military history and related magazines. Full text. Full graphics. Back issues. Bonus issues. From the ancient era to the modern age. All in one website. Wow! Look how we've grown!

We started with 8 magazines and 200 articles. Ten years later, we're at **150+ magazines** and **50,000+ articles!** MagWeb's been featured on TV (like the History Channel),  won its share of awards (like USA Today's Hot Site),  and we keep growing and growing...

Why join MagWeb? For 3 BIG reasons:

1. Information Blitzkrieg

No other place provides as many articles per month as we do. From the popular to obscure -- battles, tactics, weapons, strategy, commanders, campaigns, warriors, and more from all eras. You can explore more military history because we upload 26+ complete issues per month! **That's over 310 issues per year!**

2. Product Saturation

All those publications cover lots and lots of products: Books, DVDs, computer games, historical miniatures, war toys, and wargames. Reviews, adaptations, scenarios, tips, tricks, and techniques. **Buy Smarter! Game Better!**

3. Bargain Pricing

MagWeb is rolling prices back to 1996! One ~~low~~ lower price allows access to all 150+ magazines...all 50,000+ articles...and a goodly amount of bonus material, too. And yes, you can print out articles, save to hard drive, or copy/paste to word processor.

3 months:	\$40	\$29
6 months:	\$60	\$39
12 months:	\$75	\$49

**LOWER
PRICES
FOR
2006!**

Join Now!



Order via Web at:
www.magweb.com
Secure Server

Checks / M.O. (in \$US, £UK or Euros) are also accepted.
NJ residents add 6% sales tax.

Coalition Web, Inc.
161 Lambertville-HQ Rd.
Stockton, NJ 08559
tel: (609) 397-4265
e-m: support@magweb.com



Marshal Konstantin Rokossovsky

Following World War II, Rokossovsky became an important symbol of Russian influence in Poland as he served as defense minister and deputy prime minister. He later returned to Russia to become deputy minister of defense.



COMMANDER DOSSIER

Two names consistently head the list of outstanding Soviet World War II commanders: Marshals Georgi Zhukov and Konstantin Rokossovsky. Both men survived the dark, early days of the war and ended it by leading massive armies into the heart of Nazi Germany. Although their successful results were similar, their command methods were distinctly at odds. Zhukov was a bully and a table-pounder who often humiliated and always intimidated his subordinates. Konstantin Konstantinovich Rokossovsky, however, exhibited humanitarian concern for his troops and a respect for his subordinates that was uncommon among Stalin's military leaders. Some historians and several of his German opponents called him "the best commander in the Russian army."

FROM ORPHAN TO ARMY COMMANDER

Born December 21, 1896, to a Polish mother and a Russian father, Rokossovsky was orphaned in Warsaw at age 14. During World War I, he was decorated for bravery and was promoted

from sergeant to junior commander in the Czar's 5th Kar-gopolsky Dragoons.

In the Russian Civil War following the 1917 revolution, he joined the Red Army and became a junior member of Stalin's post-civil war "cavalry clique." He rose rapidly through the ranks, leading the 5th Kuban Cavalry Brigade in 1929, and commanding the 5th Cavalry Corps in 1936. At one point, Zhukov was his subordinate.

In August 1937, Rokossovsky was among thousands of officers falsely accused of treason during Stalin's notorious military purge. Imprisoned and tortured for three years – including twice being taken into the woods for a mock execution – Rokossovsky eventually gave his tormentors what they wanted: more names of alleged conspirators. Slyly, they were always of people who had died before the 1917 revolution. As a consequence of this disingenuousness, his tormentors knocked out most of his teeth.

In the wake of the Red Army's poor showing in the Russo-Finnish War (1939-1940), Rokossovsky was one of 250 purged officers "rehabilitated" and returned to active duty. In 1941, he was given command of the newly formed 9th Mechanized Corps in the Ukraine.

HOLDING GROUND, BUYING TIME

When Germany invaded on June 22, 1941, Rokossovsky's men were short of ammunition and supplies. Boldly taking the initiative at a time when independent action was often politically dangerous, he commandeered what he needed from a neighboring quartermaster unit and then engaged the Germans in a desperate fighting withdrawal for three weeks. His effectiveness resulted in a promotion to lead the 16th Army's defense of Moscow.

Rokossovsky's defensive tactics included creating pockets of dug-in anti-tank positions to slow enemy momentum and buy time. Often he buried tanks up to their turrets in these strong-points, a useful tactic with older vehicles that the Germans would have quickly destroyed in maneuver warfare.

Later, with stronger armored forces at his disposal, he used infantry and artillery to hold the enemy in place while keeping his tanks in reserve for devastating counterstrokes if German armor broke through.

ENCIRCLE AND DESTROY

Rokossovsky demonstrated his operational mastery during

BETHMAN/CORBIS

This master of armored warfare survived Stalin's gulag to become what many consider the U.S.S.R.'s best World War II commander.



LEFT: Marshal Konstantin Rokossovsky, then commander of the Central Front, visits troops near Kiev as his units advance westward across Eastern Europe.

CENTER: During World War I, Rokossovsky joined the Czarist army and served as a noncommissioned officer in a dragoon regiment. Later, as a member of the Red cavalry in the Russian Civil War, he was promoted to commander and earned the Order of the Red Banner, which at the time was the new Soviet Union's highest military decoration.

RIGHT: July 13, 1945. Standing near the Brandenburg Gate in Berlin, Soviet Marshals Konstantin Rokossovsky (left) and Georgi Zhukov (right) flank British Field Marshal Bernard Montgomery as the three celebrate the Allied victory over Nazi Germany. The Soviet marshals each wear a recently presented British award, the Knight Commander of the Order of the Bath.



Stalin, however, always alert to rein in a too successful commander, gave Rokossovsky's 1st Belorussian Front to Marshal Georgi Zhukov to capture Berlin. Rokossovsky was moved to the 2d Belorussian Front, where he was to protect Zhukov's northern flank. Nevertheless, the 2d Belorussian Front drove 200 kilometers and linked up with British forces on May 3, 1945.

HUMANE, CONSIDERATE, COURAGEOUS

Subordinates remember Rokossovsky as an unusually humane commander who treated them with respect, listened to their opinions, and rarely raised his voice or resorted to humiliation. He encouraged personal initiative in a military force that rarely rewarded such independent thinking.

Although he had suffered from Stalin's displeasure during the purges, Rokossovsky retained the moral courage to defy the dictator — once doing so three times in a single day. In this instance, he ultimately convinced Stalin to change a battle plan that needlessly would have cost lives.

Rokossovsky was even considerate of his enemy. When his forces entered Germany, he issued written orders to his troops to redirect their "feelings of hatred at fighting the enemy on the battlefield" instead of attacking German civilians.

After the war, Rokossovsky became defense minister of Poland, and he later finished his active career as U.S.S.R. deputy minister of defense. He passed away on August 3, 1968. ★

Gerald D. Swick is a writer and historian whose works have appeared in *"The Encyclopedia of World War II: A Political, Social and Military History," "Lincoln Lore,"* and other publications.

SEE:

A Soldier's Duty by K. Rokossovsky. Translated by Vladimir Talmy. Progress Publishers, 1970.

Stalin and His Generals: Soviet Military Memoirs of World War II by Seweryn Bialer, ed. Pegasus, 1969.

ASSESSMENT OF ROKOSSOVSKY:
Master of armored warfare
Survived Stalin's bloody purge
Physically and morally courageous
Innovative thinker
Respectful and considerate of subordinates

Operation Uranus, the double envelopment of the Sixth German Army at Stalingrad in November 1942. Commanding the Don Front (army group), he sliced through weak points on the enemy's northern flank and then followed through with a wide encirclement, linking up with the southern pincer in a move that would become his trademark. Rokossovsky's maneuver doomed Hitler's Sixth Army and sealed its fate, making its surrender inevitable.

Jealous of Rokossovsky's success at Stalingrad, his rivals trumped up charges against him and presented them in a report to Stalin. However, needing successful field commanders, the dictator wrote across the report's cover page, "Leave him alone. Mind you, there is only one Rokossovsky in the Red Army."

At Kursk in July 1943 — the largest tank battle of the war — Rokossovsky turned back powerful German offensives against the northern sector. He followed up this triumph by leading the 1st Belorussian Front against the southern flank of the German Army Group Center. The victory left his forces astride the main route to Berlin.

FROM LEFT TO RIGHT: BEINSHTEN/SLAW KAZANDEZ COLLECTION/GETTY IMAGES, HULTON ARCHIVE/GETTY IMAGES, HULTON ARCHIVE/GETTY IMAGES, HULTON ARCHIVE/GETTY IMAGES, HULTON ARCHIVE/GETTY IMAGES, HULTON ARCHIVE/GETTY IMAGES

This revolutionary Soviet armored fighting vehicle proved to be the best mass-produced tank of World War II.



Left: Often deemed "World War II's best tank," the T-34's technologically innovative design combined developments from both the U.S. and Germany. It revolutionized the way tanks were produced around the world. **Right:** A T-34/85 tank carrying troops from Marshal Zhukov's 1st Belorussian Front crosses the Oder River as the Red Army continues its drive to Berlin in 1945.

WEAPON FILES

Russia's T-34 Tank

The 26-ton T-34 entered active service in 1941, coming off assembly lines at the massive Kharkov Tank Factory shortly before Hitler invaded the Soviet Union. Nazi intelligence knew about the new tank; however, its introduction rudely surprised German front-line commanders.

The T-34's suspension system, whereby torsion bars replaced bulky springs, was adapted from an American design by John Walker Christie. Although the tank was noisy, jarring and difficult to steer, its large weight-bearing wheels, superior suspension and wide treads made for excellent cross-country performance. Its 500-hp diesel engine produced a top speed of 31 mph versus 25 mph or less for comparable German tanks.

The T-34's frontal armor was only 45 mm thick, but cleverly sloped angles nearly doubled its protection against anti-tank rounds. German tank guns of 1941-1942 couldn't penetrate it frontally; only towed guns of 75 mm or larger proved effective. Conversely, the T-34's 76.2 mm main gun (hence the designation, T-34/76) could puncture any German armor of 1941.

Before the arrival of larger German tanks in late 1942, the T-34/76 should have dominated the battlefield through its superior speed, armor and firepower. However, too often it was used tactically only as infantry support, thereby robbing it of its advantages. Frequent transmission breakdowns also plagued early models.

The T-34's cramped two-man turret lacked a 360-degree view of the battle area and the commander had to aim the main gun himself, slowing target acquisition and rate of fire. The THS-15 sighting device provided only 2.5 X magnification, which was far inferior to German optics.

T-34 QUICK ASSESSMENT:

- Fast
- Exceptional cross-country capability
- Excellent firepower (with up-gunned 85 mm cannon)
- Sloped armor doubled protection
- Design facilitated mass production

Before U.S. Lend-Lease provided them to the Russians by the thousands, radios were in short supply and were of poor quality. Platoon leaders communicated by shouting orders and using signal flags. Generally, the other tanks just followed the leader and they all fired at the same target.

In March 1944, the T-34/85 model brought improved optics and a three-man turret with a commander's cupola. Its 85 mm gun could penetrate most German armor at 500 meters, but Tiger and Panther tanks could still kill the T-34 at 1,200 meters or more. Late in 1944, new BR-365P high-velocity, armor-piercing (HVAP) rounds doubled the T-34/85's penetrating power, allowing it to defeat the frontal armor of even its toughest opponent, the Mark V Panther.

Despite some flaws, the T-34's suspension system, wide tracks, diesel engine and sloped armor revolutionized tank design. With 54,550 built, it was the largest production — and best design — of any World War II tank. ★

Gerald D. Swick is a writer and historian whose works have appeared in "The Encyclopedia of World War II: A Political, Social and Military History," "Lincoln Lore," and other publications.

Play It! Many great games allow you to command the venerable T-34, including *Combat Mission: Barbarossa to Berlin* (Battlefront), *Panzer Command: Operation Winterstorm* and *Steel Panthers World at War* (both by Matrix Games), *Red Orchestra: Ostfront 41-45* (Tripwire Interactive), and *Advanced Squad Leader: Beyond Valor* (MMP). For more options, visit playit.armchairgeneral.com.

SEE:

T-34/76 Medium Tank 1941-1945 by Steven Zaloga. Color plates by Peter Sarson. Osprey Military, 1994.

T-34/85 Medium Tank 1944-1994 by Steven Zaloga and Jim Kinnear. Color plates by Peter Sarson. Osprey, 1996.

T-34 in Action by Artem Drabkin and Oleg Sheremet. English text by Ian Heath. Pen & Sword Military, 2006.

My CMP M-1 does MY talking!



Genuine U.S. Government M1 Garands

FROM U.S. ARMY DEPOT STORAGE - NO IMPORT MARKS!

The CMP has a limited supply of genuine U.S. Government M1 Garands available for sale to qualified U.S. citizens. This historically significant collector's piece symbolizes a greatness in the American character and deserves to be passed down to your children and to theirs. **No FFL required to transfer surplus military rifles from CMP to an individual.**

The CMP is a non-profit corporation chartered by the U.S. Congress to promote firearms safety training and marksmanship, especially for youth. Proceeds from these sales help fund CMP Junior programs, affiliated shooting club programs and the CMP Camp Perry National Matches.



CMP

CIVILIAN MARKSMANSHIP PROGRAM
WWW.ODCMP.COM

Other surplus rifles, parts and ammo available.
CALL, WRITE OR VISIT WWW.ODCMP.COM
FOR A FREE CATALOG:

Box 097AG, 1401 Commerce Boulevard
 Anniston, Alabama 36207
 Tel: 256-835-8455 / Fax: 256-835-3527

CMP U.S. Government Surplus Rifle Purchase Requirements - Purchaser must: 1. Be a U.S. citizen at least 18 years of age. 2. Be legally eligible to purchase a firearm. 3. Be a member of a veterans' organization or of a club or state association affiliated with the CMP (contact CMP for a list of over 1,800 qualifying clubs/associations). 4. Have participated in a marksmanship activity or satisfy with other criteria. See catalog for complete instructions.

COMMAND DECISIONS

Surrounded by dead and wounded comrades and the debris of battle, Marines press themselves into the soft, black volcanic sand of Iwo Jima's invasion beach. Each man tries to present as small a target as possible to the devastating fire of Japanese defenders.



Was the Corps' Bloodiest Battle Justified?

A new Iwo Jima book by USMC Captain Robert S. Burrell concludes that the "lifeboat" for crippled bombers justification was grossly exaggerated.

In the decades following the unbelievable slaughter necessary to wrest control of Iwo Jima from fanatical Japanese defenders, the decision to undertake Operation Detachment has seldom been seriously questioned. The terrible human cost of the invasion – 25,000 total casualties, nearly 7,000 of whom died – tends to make any criticism of this command decision akin to blasphemy.

Most often, those who dared to question the island's high price were told that the U.S. Army Air Forces (USAAF) desperately need-

ed Iwo for its airfields: First, as a fighter base for escorting bombing runs on Japan, and then later – and more importantly – as a crucial "lifeboat" to save crippled bombers. Recently, however, such comforting assertions have been challenged.

USMC Captain Robert S. Burrell critically examined the convoluted behind-the-scenes maneuvering that produced the invasion decision, and his recent book, *The Ghosts of Iwo Jima* (Texas A&M University, 2006), exposes the "lifeboat" justification as grossly exaggerated. Burrell's carefully re-

searched conclusions about the battle that produced the most iconic American image of the war – the Mount Suribachi flag raising – are disturbing, yet convincing.

SACRIFICING FOR THE AIR FORCE?

After conducting exhaustive research, Burrell has determined that the Army Air Forces, the Navy and, ultimately, the Joint Chiefs of Staff originally claimed that the invasion was essential to U.S. Pacific War strategy, citing the need for an air base for P-51 fighters escorting B-29s on bombing attacks

As a “fighter escort base,” Iwo Jima proved to be a dismal failure.

on Japan. According to Burrell, the concept of using Iwo Jima as an emergency landing site for crippled bombers was not formally mentioned until September 1945, six months *after* the conclusion of Operation Detachment. Yet the “lifeboat” justification is the one most often touted today.

As a “fighter escort base,” Iwo Jima proved to be a dismal failure. Although the USAAF rapidly moved the 7th Fighter Command (over 100 P-51 Mustangs) to the island, it soon discovered that the tiny fighters with their primitive navigational systems were unable to safely endure the grueling nine-hour roundtrip to Japan under brutal weather conditions. For example, on one such mission flown on June 1, 1945, 27 out of 54 Mustangs crashed in a thunderstorm and were lost.

As Burrell noted, “Only 10 escort missions were ever flown from Iwo Jima. The Army Air Forces could not use the island for the purpose that had led to its capture.”

FLAWED “LIFEBOAT” THEORY

On March 4, 1945, two weeks into the battle to secure Iwo Jima, a B-29 running low on fuel made an emergency landing on one of the island’s battered airfields. By the end of the Pacific War (according to the most reliable USAAF sources), at least 2,251 B-29s had landed on Iwo Jima’s airfields. Eager to justify the terrible slaughter that Marines suffered to capture Iwo Jima, Navy officials seized on the “lifeboat” theory as their principal justification for the invasion. Since each B-29 carried a crew of 11 airmen, they multiplied the total number of landings by 11, thereby claiming that well over 20,000 airmen would have died if the Iwo Jima “lifeboat” had not been secured.

Burrell systematically investigated the landings and discovered that the B-29s used Iwo’s airfields for a number of reasons other than actual combat emergencies, including training flights from the Marianas bases for new crews; fuel stops for bombers “topping off” their tanks after bombing missions; stopovers to or from Japan while awaiting favorable weather conditions; and landings made by lightly damaged aircraft that likely would have made it safely back to their home bases anyway.

Burrell found that about 80 percent of the landings on Iwo were fuel stops that were

primarily due to General Curtis LeMay’s desire to maximize the strategic bombing campaign’s impact. As commander of the bombing effort, he decreased the amount of fuel carried on the planes in order to increase bomb loads. Revealingly, of the more than 800 B-29s that touched down on Iwo Jima in June 1945 (the month with the greatest number of landings), not one was an emergency due to battle damage.

Since official Army Air Forces records simply lumped all landings on Iwo under the general category of “emergency landings,” it is impossible to ascertain the true number of airmen saved. However, Burrell’s calculations make a strong case that the actual number was far fewer than 5,000—less than one-fifth the number claimed. Moreover, many of these—perhaps even most—likely would have been picked up by the massive air-sea rescue effort supporting the attacks on Japan.

Calling the lifeboat justification for the invasion “greatly exaggerated,” Burrell concluded, “The vast majority of airmen who landed on Iwo Jima would not otherwise have suffered death in the icy Pacific Ocean.”

UNCHALLENGED LEGACY OF VALOR

As the Corps’ bloodiest battle, the invasion of Iwo Jima accounted for one-third of all Marine deaths in World War II. However, no senior Marine Corps officer took part in the decision. Indeed, long before the invasion, Major General Holland M. Smith correctly predicted the high number of casualties while questioning the island’s overall strategic value. Unfortunately, Smith’s warnings went unheeded.

Yet, while recent scholarship may challenge the justification for the invasion of Iwo Jima, it can never diminish the legacy of “uncommon valor” established by the Marines who paid for it with their blood. ★

Jerr D. Morelock, PhD, is Editor in Chief for ARMCHAIR GENERAL.

Play It! Many diverse options are available for Iwo Jima gaming. On the PC, check out the “Black Mountain” and “Iwo Jima” scenarios in *Steel Panthers: World at War* (Matrix Games), or try your hand at *Medal of Honor: Pacific Assault* (Electronic Arts). For boardgaming excitement, try *Nishi Ridge – The Battle of Iwo Jima 1945* (Critical Hit). To learn more, visit playit.armchairgeneral.com.

Stephen Ambrose
HISTORICAL TOURS
The First Name in Historic Travel.®

WAKE ISLAND: The Alamo of the Pacific

December 6-13, 2006

Join Us For the 65th
Anniversaries of
Wake Island and
Pearl Harbor

This is the first, and quite possibly the last time, any tour company has been allowed to visit Wake Island. For the 65th anniversary, we now have this rare opportunity to study the “Alamo of the Pacific” first-hand, and tour the battlefields of Wake Island.

December also marks the 65th Anniversary of the bombing of Pearl Harbor. Our group will commemorate this occasion by participating in the special ceremonies while in Hawaii.

Due to the exceptional nature of this tour, limited spaces are available. Contact the office today for the tour itinerary and registration form.

(888) 903-DDAY (3329)

www.StephenAmbroseTours.com



LEADERSHIP

Julius Caesar

From the “greatest Roman,” unique leadership lessons for the battlefield and the boardroom.

Gaius Julius Caesar, one of the ancient world’s greatest military and political leaders, led Rome’s armies to military conquests that seldom have been equaled. Caesar’s thoughts on battle, leadership and statesmanship are well documented and provide numerous lessons that remain applicable today.



Find Your Place in the Organization

Undoubtedly, many managers strive to fill the top position in the organization. Yet Caesar understood that the “top” could be relative. He wrote, “I had rather be first in a village than second in Rome.” If too focused on the “top spot,” managers may miss the opportunity to provide the best service to the organization by excelling through the leadership of a workgroup or division.

Patience is Critical

Too often, managers become restless and move on if



the company does not reward them in what they consider a “timely” manner. Recognizing how impatience can affect an organization, Caesar remarked, “It is easier to find men who will volunteer to die than to find those who are willing to endure pain with patience.”

Be Watchful of the Little Things

“In war,” Caesar once said, “events of importance are the result of trivial causes.”



Likewise, the little things in a company, if ignored, can grow into major points of contention. Keeping an eye on the entire picture – regardless of how insignificant something may seem – will help an organization maintain proper balance.

Stand up for Your Beliefs

Companies rarely benefit from yes-men, especially individuals who lack the moral courage to stand up for what they know is right. While learning to take orders is vital, bosses are ill served by subordinates who are fearful of speaking the



sometimes unpleasant truth. Caesar’s leadership of his legions and of Rome often depended as much on his moral courage as it did on his personal bravery.

With Power Comes Responsibility

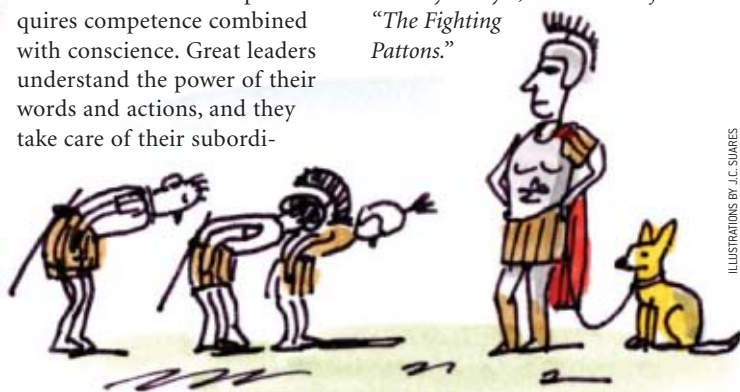
Successful leadership requires competence combined with conscience. Great leaders understand the power of their words and actions, and they take care of their subordi-

nates. Caesar stressed the need for a responsible attitude when he said, “The abuse of greatness is when it disjoins remorse from power.”

Leave a Legacy

“Veni, vidi, vici” (I came, I saw, I conquered), said Caesar in one of the most quoted lines in history. He knew that his actions would live in history, and he was certain that he would leave behind a lasting legacy. Likewise, business leaders must think about what they are doing each day to make the company a better place. Just as important, they must take the time to consider what they will have accomplished over the years of their career. ★

What will be *your* legacy? **Brian Sobel**, president of Sobel Communications, is a frequent contributor to magazines, an on-air political and military analyst, and author of “The Fighting Pattons.”



ILLUSTRATIONS BY J.C. SUARES

Freedom is Not Free

Our brave military men and women severely injured in Iraq and Afghanistan Need Your Help

To date over 15,000 men and women have been wounded in operations in Afghanistan and Iraq. Although most are treated and ultimately return to duty, some suffer injuries so severe that they require extensive medical care, years of treatment and rehabilitation, and medical discharge from the Armed Forces. Their future quality of life, their ability to care for themselves and provide for their families, and their very survival depends on the treatment and advanced training skills they receive following their injury.

The Intrepid Fallen Heroes Fund, a leader in supporting the American military community, is launching a new campaign to assist these brave men and women. The Fund is constructing the "Center for the Intrepid", a state-of-the-art advanced skills training and rehabilitation center for America's Armed Forces personnel and veterans. The Fund will construct this \$30 million center within the next year at Brooke Army Medical Center in San Antonio. The Center will use state-of-the-art equipment and the highest level of care in treating these patients, with the goal of returning to them the capability of managing their lives and when possible to continue their service in the Armed Forces.

The Intrepid Fallen Heroes Fund is supported entirely by donations. 100% of every contribution to this effort will go directly to help these American heroes. The Fund does not deduct any portion of contributions for administrative costs.

Please join us in helping those servicemen
and women who have sacrificed
so much for our nation.



INTREPID FALLEN HEROES FUND

One Intrepid Square, West 46th Street and 12th Avenue
New York, New York 10036

Donate online at www.fallenheroesfund.org or call (800) 340-HERO
Combined Federal Campaign #2136 (Armed Forces Families Survivors Fund)
For information email: info@fallenheroesfund.org

*The Intrepid Fallen Heroes Fund is a 501(c)(3) not-for-profit organization.
Contributions are tax deductible under applicable laws.*

HOW THEY FOUGHT

TIME:
6:15 a.m., November 17, 1969

PLACE:
Phong Dinh Province, Republic of Vietnam

UNIT:
Squad of Bravo Co., 60th Inf. Regt., 9th Div.

VIET NAM AMBUSH



1969

Man, I am way too short for this crap! But in exchange for leading this patrol, the L-T promised me a nice REMF job at the battalion rear base for my remaining two weeks in-country. “We got beaucoup newbies in the squad,” the L-T said, “and they need a veteran grunt to show them how to stay alive in the boonies.” Well, he sure called that one right. If I hadn’t been along to hold the men’s hands, the dinks who ambushed us at dawn could have wasted the whole damn squad!

When we set out on this patrol last night, it was as black as the Ace of Spades. I told the L-T we needed to bring along the Starlight Scope to help check around for dinks, but Weapons Platoon back on the firebase gave him some B.S. about needing it for perimeter security. Hell, everybody knows those REMFs only use it to help them shoot rats in the garbage dump every night.



PIG



BOONIES



GRUNT



DINK



HORN



NEWBIE

After moving out, our patrol followed a shallow stream for several clicks. Just after dawn, we were supposed to search a ville for a reported weapons cache – but we never made it to the ville because the dinks ambushed us at first light.

Richardson took a round just above his hip, and the newbies started scrambling around like a damned Chinese fire drill – number frigging 10! In ti-ti time, however, I got them sorted out, under cover, and returning fire at likely enemy hiding places. Richardson was lucky that Doc came along on this patrol. With no place to land a medevac chopper, he could have bled out before the newbies figured out how to stop the bleeding.

The dinks kept sniping at us for a while, but they’re long gone by now. From the vol-

Left: Irregular Viet Cong forces often included women fighters. North Vietnamese Army regulars, however, were virtually all men, although female nurses tended to NVA casualties in large base camps.

Namspeak

As in other American wars, GIs in Vietnam developed their own specialized vocabulary, a patois of “Army-speak,” Vietnamese and French.

Arty: Artillery

Beaucoup: French for “many”

Boonies: From USMC slang “boon-docks”; anywhere out in the field (also **the bush** or **Indian country**)

Click: Kilometer

Di-di: Pronounced “dee-dee”; short for Vietnamese “di-di mao,” meaning “get out”

Dink: Any Vietnamese (also **little people**)

Doc: Combat medic

Grunt: An infantryman (in the Army, also **11-B**, pronounced “eleven-bravo,” or alternately, “eleven-bush,” from infantry skill identifier)

Horn: Radio

L-T: Pronounced “el tee”; derived from the abbreviation for “lieutenant”

Mikes: Minutes; from Army phonetic alphabet for the letter M

Newbie: Someone recently arrived in-country

Number 10: The worst; nothing lower

Pig: M-60 machine gun

REMF: Pronounced “rimph”;

Rear Echelon Mother F***er; someone with a cushy job safely away from combat

Rock ‘n roll: Fire fully automatic

Short: Not much time left on a one-year tour (also **short-timer**)

Ti-ti: Pronounced “tee-tee”; Vietnamese for “small”

Ville: Rhymes with “ill”; French for “village”

Wasted: Killed (alternatively, drunk or drugged out)

ALL IMAGES FROM NATIONAL ARCHIVES

We were supposed to search a ville for a reported weapons cache – but we never made it to the ville because the dinks ambushed us at first light.

Slogging through ankle-deep, tepid water in mud-encased jungle boots, a sweat-soaked rifleman moves cautiously along the nearly stagnant stream. Swarms of mosquitos in the hot, humid air and bloodthirsty leeches in the water made moving through Vietnam's boonies sheer agony for the grunts.





Pvt. Miller gets his "pig" ready to "rock and roll" as the grunts gain fire superiority over the enemy.



Doc quickly tends to the wound Pvt. Richardson suffered during the ambush.



While cleaning his weapon, the squad leader receives an update on Richardson's condition.

ume of fire, I'd guess there couldn't have been more than one or two of them. After I got Miller's pig working on rock 'n roll, they must have di-di'd

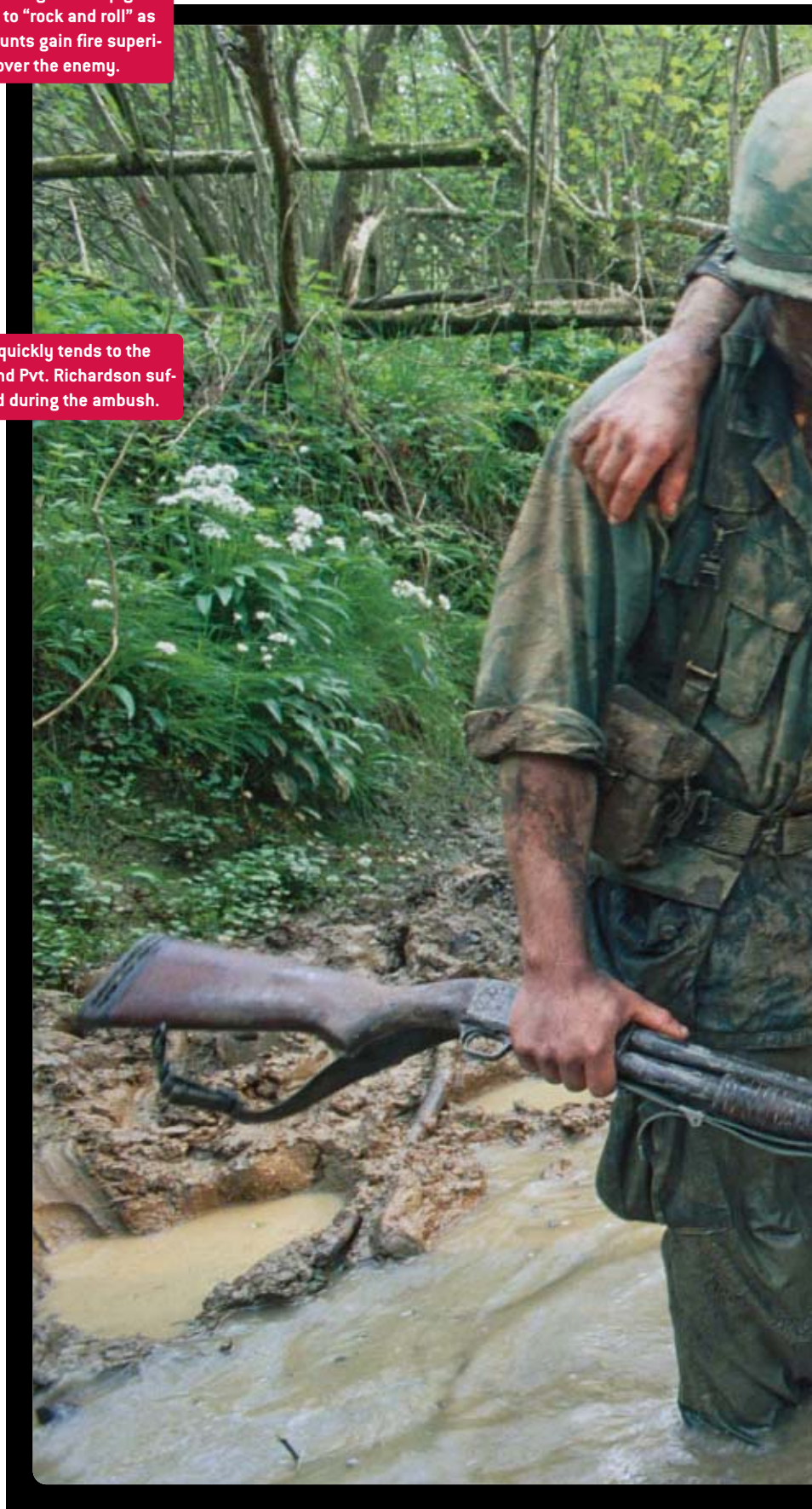
the area. Peace through superior firepower, like the man said. No use getting on the horn and calling in the arty. What would I say? Fire mission: Rocks and trees in the open?

Guess I'll set a good example for the newbies by cleaning my M-16 while Doc finishes with Richardson. I'll give him a couple more mikes before we start back to the firebase.

Man! Thirteen days and a wake-up, then I'm on my way back to the world! Hope the L-T doesn't forget about my REMF job – he owes me big time for this patrol.

Well, looks like Doc is done. All right girls, saddle up! Time to un-ass the area and move this patrol back to base. ★

Play It! Get in on the Vietnam action with *Lock-'n'Load Forgotten Heroes: Vietnam* (Matrix Games), *Squad Battles: Vietnam* (HPS), *WinSPMBT* (Shrapnel Games), *Battlefield Vietnam* (Electronic Arts), and *Men of Valor* (Vivendi Universal). Learn more online at playit.armchairgeneral.com.





Fellow grunts, soaked to the skin and sporting a layer of sticky mud, help Pvt. Richardson move back to base camp in the wake of the ambush.

ARMCHAIR GENERAL
EXCLUSIVE
PHOTO RE-CREATION

TIPPING POINTS

Germany's Blitzkrieg Machine

How tanks and "flying artillery" restored maneuver to the post-World War I battlefield.

W

orld War I was characterized by the horror and frustration of trench warfare. However, the Second World War witnessed the introduction of two German innovations that ended the deadly stalemate and restored mobility on the battlefield. The panzer (tank) division and the Stuka dive-bomber brought about "blitzkrieg" (lightning warfare), a tipping point that revolutionized combat in World War II.

The panzer division was an entirely new organization, a true combined arms team composed of "fast runner" tanks, motorized infantry and motorized artillery, all featuring a high degree of mobility.

An essential companion of the panzer division was the Junkers (Ju-87B) Stuka dive-bomber. The Stuka was able to keep pace with the tanks and quickly deliver precision strikes on tactical targets before the enemy had time to build strong defenses or safely withdraw. Although slow (it flew only 220 mph), short-ranged (380 miles), and capable of carrying only 1,100 pounds of bombs, the Stuka was history's first "flying artillery." At the beginning of the war, the Western Allies,

Blitzkrieg's "Bible"?

Published in its original form in 1929, Sir Basil H. Liddell Hart's *Strategy* presents the British military thinker's ideas on the "indirect approach" to warfare. In interviews after the end of World War II, German "Panzer General" Heinz Guderian claimed that Liddell Hart's thoughts on tanks and mobile warfare inspired the concepts that became the blitzkrieg of the 1939-1940 campaigns.



Panzers in one of Germany's revolutionary "blitzkrieg" divisions lead the advance into France during Hitler's 1940 invasion.

who still emphasized strategic bombing, possessed nothing to match it.

THE BRITISH CONNECTION

After World War II, German generals claimed, oddly enough, that their inspiration for the panzer division had come not from German thinkers, but rather from two English military writers, J. F. C. Fuller and Basil H. Liddell Hart. The Britons had been horrified by World War I's "terrible trinity" of machine guns, field fortifications, and quick-firing artillery that killed millions of soldiers and virtually eliminated battlefield maneuver.

Their proposed solution was to mass tanks to force breakthroughs at critical points. While both men believed that tanks were the key to restoring battlefield maneuver, Liddell Hart clearly recognized that breaking the enemy's defense would require the combined efforts of tanks, infantry and artillery, all closely supported by airpower.

Yet the victors of the Great War showed little interest in radical new approaches. However, the losers – the Germans – searched for novel means to move beyond stagnant trench warfare.

HELP FROM THE AIR

In the rapidly emerging battlefield dimension of airpower, British and American air proponents focused on developing long-range strategic bombers. Americans, in particular, viewed strategic bombing as a "war winner" that would help them leverage a separate U.S. Air Force. Airpower advocates felt that pursuing tactical air support of Army ground units was a waste of time – and a sure way to remain under the Army's thumb.

The Germans, however, concentrated on developing tactical aircraft that could strike precise targets to support advancing troop units. This led to the creation of the single-engine Stuka, a vital component of the blitzkrieg team.

MASS VS. "PENNY PACKETS"

Heinz Guderian, a low-ranking German officer between the wars, is most often considered "the father of the panzers." He realized that to be effective, tanks must be combined with fast moving infantry and artillery. But he also recognized that *all* tanks should be concentrated in panzer divisions in order to force a breakthrough at a critical location on the battlefield.

September 8, 1940.
Nazi Ju-87 Stuka
dive-bombers return
to their northern
France air base after
raiding a British
convoy in the
English Channel.



Although slow, short-ranged, and capable of carrying only 1,100 pounds of bombs, the Stuka was history's first "flying artillery."

Guderian's idea contradicted the thinking of most British, French, Soviet and American military commanders. Still tied to World War I's concept of linear entrenchments, most military leaders advocated parceling out tanks in small groups spread across the front. Believing that tanks could move quickly to seal off any local enemy breakthrough, the British and French put their emphasis on heavily armored "infantry" tanks that moved scarcely faster than a soldier could walk. By contrast, Guderian – with the support of dictator Adolf Hitler – insisted that their armored vehicles be faster, lighter, and more mobile. As a result, most German tanks could travel 25 mph.

In retrospect, it seems astonishing that Allied generals could not see the logic of Guderian's argument. He pointed out that if his opponent had 2,100 tanks but dispersed them evenly across a 300-mile front, their density would be only seven per mile. How-

ever, if the Germans concentrated the same number of tanks at a single *Schwerpunkt* (main point of attack), their density would assure a breakthrough. Rushing into their opponent's rear area while accompanied by other motorized forces, the attacking German tanks would likely destroy the equilibrium of the main line of resistance, forcing the entire enemy front to collapse.

PAYOFF

Although the Germans debuted this new blitzkrieg warfare in their swift defeat of Poland (September 1939), the Western Allies reacted very slowly, and only belatedly began to create armored divisions. When Hitler launched his blitzkrieg in the West on May 10, 1940, most of the Allies' 4,204 tanks were still distributed in "penny packets" all across the front. The 2,439 opposing German tanks were concentrated in 10 panzer divisions, seven of which swept almost unnoticed through the heavily forested low mountains of the Ardennes region to

force a fatal breach in the Allied line. The attacking panzer divisions – only 8 percent of Germany's military power – crossed the Meuse River near Sedan and then struck westward to the English Channel, isolating the main Allied armies in Belgium. Consequently, Allied forces either surrendered or evacuated hastily from Dunkirk, leaving their heavy weapons behind.

The 1940 campaign in the West was the most rapid and complete victory in the 20th century. It was made possible by Guderian's new panzer divisions and the Stukas.

Bevin Alexander, formerly a commander of the Army 5th Historical Detachment, Korea 1951-1952, is the author of nine books on military history. He is currently an adjunct professor of history at Longwood University in Farmville, Virginia. ★

Play It! Learn the basics of blitzkrieg by playing *World War II in Europe: The First Blitzkrieg* [HPS], *The Operational Art of War III* [Matrix Games], and the *East Front* series on *Barbarossa* [GMT]. To explore more options, visit playit.armchairgeneral.com.

HISTORY'S MYSTERIES

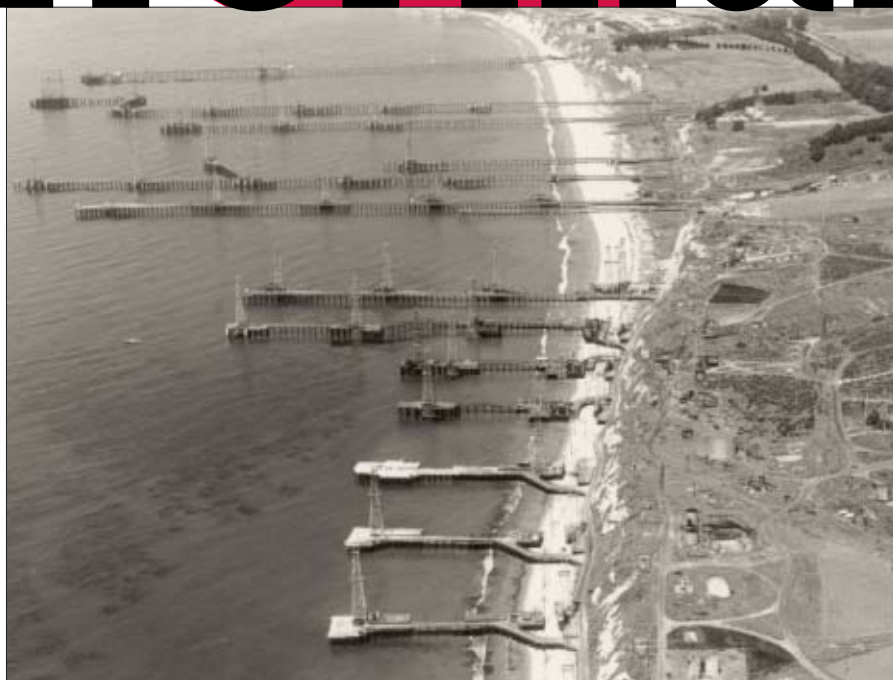


In this *Los Angeles Examiner* photo, a Soldier inspects a crater produced by the near miss that slightly damaged a 14-inch pipeline and dented one of the giant Richfield Oil Company storage tanks.

Japan Attacks

California!

Two months before Jimmy Doolittle shocked Japan by bombing Tokyo, a Japanese submarine gave Californians a similar jolt.



The drilling derrick piers, seen in this aerial view of the Elwood oilfields near Goleta, Calif., were the target of I-17's February 23, 1942, attack.



Capt. Barney Hagen was the ranking U.S. Army officer on the scene at the refinery the day after it was attacked by I-17. Here, he poses for the *Los Angeles Examiner* as he inspects the damage a shell from the Japanese submarine inflicted on a Bankline Oil Company drilling derrick pier.

President Franklin D. Roosevelt chose the 210th anniversary of George Washington's birth to address the American people with his first Fireside Chat since Pearl Harbor. The radio address began at 10 p.m. Washington time, Monday, February 23, 1942, and was broadcast on every major radio station across the country. Early in the talk, Roosevelt characterized the conflict that the United States had entered only two months earlier as "a new kind of war" that was "different from all other wars of the past, not only in its methods and weapons but also in geography." He described this new war as "warfare in terms of every continent, every island, every sea, every air-lane in the world." At that point, he asked listeners to refer to a world map as he made a prophetic statement: "The broad oceans which have been heralded in the past as our protection from attack have become endless battlefields on which we are constantly being challenged by our enemies."

SNEAK ATTACK

At the exact moment FDR uttered those words, the Japanese submarine *I-17* surfaced just off the coast of California. Commander Nishino Kozo, the sub's captain, steered it into the Santa Barbara Channel, a body of water bracketed by the main-

land of California on one side and the Channel Islands of San Miguel, Santa Rosa and Santa Cruz on the other. The enemy submarine proceeded in a southerly direction to a spot just west of the town of Goleta, at which point its crewmen assembled on deck and prepared two 5.5-inch guns for firing.

The sub's target was the Elwood Oil Fields, an area about 12 miles west of Santa Barbara where the Richfield Oil and Bankline Oil companies operated drilling, refining and pumping facilities along an otherwise deserted stretch of bluffs on the western outskirts of Goleta. Commander Kozo soon gave his gunners the order to open fire. One of the sailors on the forward gun pulled the firing lanyard, sending a projectile streaking toward the refinery. The time was 7:18 p.m.

Meanwhile, Hilda Wheeler was washing dishes in the kitchen of Wheeler's Inn when she heard an unusual screeching sound. Rushing to the window to investigate the source of the noise, she was surprised to see "shells tearing up the ground" as they landed between the inn and the oceanfront. Mrs. Wheeler's husband, Lawrence, also heard the racket and hurried outside just in time to witness a round exploding against the bluff about a quarter of a mile down the beach. He continued to watch as another shell "whined" overhead and then landed in a canyon on the opposite side of the road near the home of the Staniff family. The shell dug a hole five feet deep but failed to explode. Inside the house, Estelle Staniff and her friend Jo Thompson were at first "scared to death," but then assumed that the military was conducting target practice.

Around that same time, Mrs. George Heaney in nearby San Marcos Pass made a frantic call to the Santa Barbara County Sheriff's Department, stating that with her husband's binoculars she had spied a submarine about a mile offshore firing at the refinery.



In this *Los Angeles Times* photo, Capt. Barney Hagen inspects a piece of metallic siding struck by shell fragments during I-17's attack.

Shortly thereafter, the sheriff received a second call from Bob Miller at the Bankline Oil Company. As shells shrieked overhead, Miller described the same submarine that Mrs. Heaney had reported only moments before. Inside the refinery, Gerald O. Brown and the 30 other workers on his crew dropped what they were doing and hastily fled the facility. Once outside, Brown could see the enemy vessel; however, he at first thought it was a cruiser because it was so large.



On February 25, 1942, two days after the attack, the *Los Angeles Examiner* published photos showing the damage sustained by the only drilling derrick pier hit by I-17's guns. Several hundred pounds of shell fragments were collected from the refinery grounds.

GUNNERY PRACTICE

I-17 hurled round after round at the shore with wildly varying accuracy. Eleven of the shells apparently fell short, exploding harmlessly in the Santa Barbara Channel. One reportedly overshot the target by nearly three miles, landing on the Tecolote Ranch. Commander Kozo's gunners eventually found their range, however, and put several rounds inside the large target area. *I-17*'s fire was directed at two specific points within the oil facility: The drilling derricks connected to the shore by wooden piers, and the huge oil storage tanks at the refinery terminal. Of the shots fired at the vulnerable storage tanks, most fell short and exploded against the face of the sea-side bluff. Only one landed on top of the bluff – a near miss that did little damage despite creating a crater as big as a Jeep only a few feet away from one of the tanks. Some of the fragments from the blast slightly damaged a nearby 14-inch pipeline and dented the storage tank's outer wall.

I-17 hurled round after round at the shore with wildly varying accuracy.



Located within the grounds of the exclusive Bacara Resort and Spa, a Goleta Valley Historical Society sign marks the spot where the I-17's attack took place.

The Wartime Career of I-17

The Japanese Imperial Navy's long-range submarine I-17 was a Type B-1 class. The 20 boats of this type made it the most numerous class of Japanese submarine.

January 24, 1941 – I-17 commissioned at Yokosuka Navy Yard with Cmdr. Nishino Kozo as captain

November 21 to December 14, 1941 – Conducted first war patrol in waters north of Oahu

December 14, 1941, to January 11, 1942 – Patrolled off Cape Mendocino, Calif.; attacked three ships without results

January 11 to February 3, 1942 – Rearmed and refueled at Kwajalein, Marshall Islands sub base.

February 3, 1942 – Conducted second war patrol off Calif. coast

February 23, 1942 – Shelled oil refinery complex near Goleta

March 30, 1942 – Arrived at Yokosuka for overhaul; Cmdr. Kozo credited with sinking two U.S. oilers

May 19, 1942 – Departed on third war patrol to Aleutian Islands

July 15, 1942 – Cmdr. Kozo replaced by Lt Cmdr. Harada Hakue (former CO of sub I-165).

August 19, 1943 – I-17 sunk by New Zealand trawler *Tui* and two U.S. Navy aircraft off Noumea, New Caledonia

The Japanese registered only one direct hit that night with a shell that punched through one of Bankline's wooden piers at the base of a drilling derrick and then exploded in a pump house.

At 7:35 p.m., after almost 20 minutes of constant bombardment, I-17 ceased fire and left the area. About an hour later, Reverend Arthur Basham of Montecito reported seeing the submarine exit the south end of the Santa Barbara Channel as it moved in the direction of Los Angeles.

According to some sources, I-17 fired only 16 rounds during the attack. Others, however, claim that the sub actually fired 25 times. Whatever the true number, the damage to the refinery terminal was negligible and the direct hit on the Bankline pier and pump house was repaired before the end of the week for a mere \$500.

Though I-17 did not cause much destruction, the sub had proved FDR's words even as he spoke them. The last time the shores of the continental U.S. had been attacked by a foreign enemy was in February 1815, shortly after the War of 1812, when the British assaulted Fort Bowyer on Mobile Bay, Alabama. For 127 years, the "broad oceans" had indeed insulated the country from attack. But as I-17 had demonstrated, those same oceans were the new "endless battlefields" from which the enemy could threaten America's national security.

PANIC IN THE STREETS

The damage from the attack may have been insignificant, but the resulting war hysteria was tremendous. Only 23 minutes after the sub fired its final shell, the Army's 4th Interceptor Command ordered all radio stations in southern California to cease broadcasting. Shortly thereafter, a mandatory blackout was ordered for the 25 miles of coast that stretched south from Goleta, and the city of Los Angeles was placed on alert. Hundreds of panicked phone calls immediately flooded police department switchboards throughout the area. Terrified citizens demanded to know what had happened and what they should do. Other

callers reported seeing yellow flares over the coast in Ventura County near Hueneme, and one caller even claimed that two suspicious individuals were at the end of the Venice Beach pier using flashlights to signal an unseen vessel offshore. In each case, police officers dispatched to the scene found the reports to be false.

The story of the sub attack made the front page of the *Los Angeles Examiner* and the *Los Angeles Times*, and radio stations broadcasted the news throughout California the next day. The reports generated nervousness among both the military and the civilian population and led to one of the World War II home front's more unusual incidents. Before dawn on Wednesday, February 25, 1942, the coastal areas of the entire state remained under alert. At 2:15 a.m., defenders in and around Los Angeles were

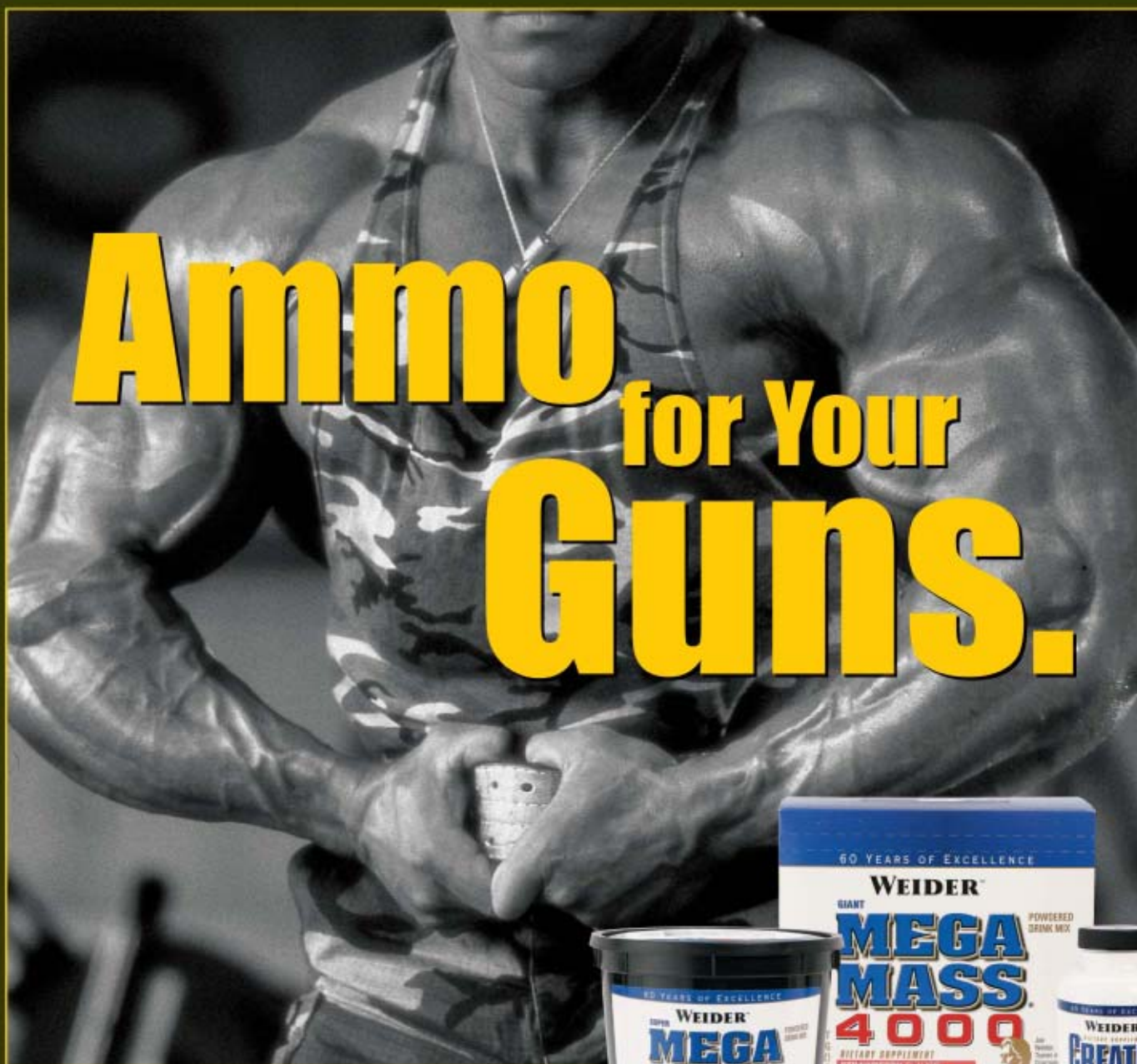


One of the abandoned pre-World War II pier heads and drilling platforms at the site of I-17's attack on the Elwood Oil Fields.

informed that an air raid could be expected at any time. Reports of approaching aircraft soon followed, and at 3:06 a.m. anti-aircraft batteries near Santa Monica opened fire. The firing continued sporadically until dawn, by which time almost 1,500 rounds of ammunition had been expended against nonexistent "enemy bombers." This incident is remembered as the Battle of Los Angeles – the only World War II "battle" fought within America's "lower 48." ★

Martin K. A. Morgan, PhD, is Director of Research at the National D-Day Museum, New Orleans, and is the author of "Down to Earth: The 507th Parachute Infantry Regiment in Normandy." His evacuation during Hurricane Katrina took him to Goleta, California.

ALL IMAGES PROVIDED BY MARTIN K.A. MORGAN



Ammo for Your Guns.



In the gym, the battle is never over.

Teddy Roosevelt didn't storm San Juan with a pea shooter and a squirt gun. He made sure he and his men had the artillery to get the job done.

You don't have to be Sun Tzu to know that you don't go into battle unprepared and undermanned. You've got to be armed with the most up-to-date weaponry. You don't use a musket in a world of precision smart bombs.

It's the same for any of life's challenges. When you work out, you need to have cutting-edge supplements that give you a fighting chance when battling the weights.

Don't run out of ammunition. Win your battle with Weider.

WEIDER™

WEIDER™ SUPPLEMENTS — COVERT AMMUNITION FOR THE BATTLEFIELD
For more information call 1-800-435-3948 or visit www.weider.com

ISLAND WAR

Island War depicts the skirmishes in the Pacific Theater of the Second World War. You control squads of Japanese and Americans, machine guns, Bazookas and leaders as you struggle to survive the island wars.

By award-winning board game developer Mark H. Walker



The game is exciting, fluid, and easy to learn. Highlights include:

- ★ A simple, yet challenging system of interactive impulses that keeps both players involved in the game.
- ★ Fun, yet historically accurate and challenging scenarios that include battles on Iwo Jima, Okinawa and other desperate encounters.
- ★ Support weapons such as the Shiki Kikanju Type 96 light machine gun, American BAR, flamethrower and the Japanese knee mortar.
- ★ Tense action. Players can direct Banzai charges, infiltrate enemy positions to stitch their opponents with flanking fire, and then close in to melee and capture vital ground.
- ★ Awesome art by industry veteran Nicolas Eskubi.



Can be played solitaire!



DOWNLOAD INSTRUCTIONS

- Visit the "Game Center" at www.armchairgeneral.com
- Follow the simple download instructions. Download key IWACG1106
- For best results use a color printer though the game is playable in black and white

This board game is copyrighted by Armchair General, LLC and may not be sold, reprinted or used for commercial purposes of any kind without the express written approval of Armchair General, LLC. It is for your personal use only.



You
Command
52



You
Command
Solution
58



Interactive
Combat
Story
62

INTERACTIVE

COMBAT!

DARBY'S RANGERS VS. TANKS AT GELA, SICILY, 1943



July 10, 1943. Unconcerned Italian civilians pass American Soldiers taking up defensive positions near a fascist monument in Gela. The Americans entered the town on the heels of retreating Axis forces during the invasion of Sicily.

NEXT PAGE

ACG

INTERACTIVE

COMBAT!

Choose the correct course of action as one Ranger squad attempts to defeat 10 Italian tanks!

You are Sergeant Robert Bowen, in charge of a 10-man assault team from the 1st Ranger Battalion. Supporting the Seventh U.S. Army under General George S. Patton Jr., your unit stepped ashore early this morning as part of Operation Husky, the Allied invasion of the Axis-held island of Sicily. Although you and your Rangers are highly trained and supremely motivated, as light infantrymen you are armed only with a Thompson sub-machine gun, a Browning Automatic Rifle (BAR), eight M-1 rifles, several grenades and a bazooka. The invasion force's tanks and heavier anti-tank guns have not yet arrived on the beaches. Therein lies your immediate problem.

Earlier in the day, Allied forces swept

away the Italian Coastal Defense units – they didn't seem to have much stomach for a fight and most appeared happy to surrender. However, your lightly armed assault team was ordered to the town of Gela to defend against a battalion-sized counterattack – and the advancing Italian force includes tanks!

Your team is now positioned behind a stone wall at the southeastern corner of Gela. To your rear is a two-story building. Moments ago, you scrambled up to one of the structure's second-floor windows and got a good look at the enemy unit as it advanced from

the northwest. The 10 French-made R-35 (Renault) light tanks, each mounting a 37 mm main gun and a 7.5 mm machine gun, split into two groups; five of them began traveling southeast down the main street toward the town square (Avenue A), while the other five turned east along a side street (Avenue B).

The vehicles proceeded slowly and cautiously, stopping before each building as if expecting an ambush at any moment.

As you rushed back to your team, you realized that the enemy's painfully slow advance ought to give you enough time to deploy your Rangers for an effective defense. However, you now have mere minutes left to decide how best to position them.

What is your decision, Sergeant Bowen?

Turn the page and listen in as Bowen briefs his Rangers on the correct course of action.

DATE/TIME:
2 p.m., July 10, 1943

LOCATION:
Gela, Sicily

MISSION:
Stop Italian tanks from attacking Allied beachhead

UNIT:
Assault team from 1st Ranger Battalion (Darby's Rangers)

ENEMY:
Italians in 10 French-made R-35 (Renault) tanks



Rangers at Gela, 1943

N

0 5 10 15 20 yards
0 5 10 15 20 meters

Sgt. Robert Bowen

Thompson

Assault Team

M-1 M-1 M-1

M-1 M-1 M-1

M-1/Bazooka BAR M-1

PETHO CARTOGRAPHY

ORDER NOW!
Limited-time holiday offer.

ARMCHAIR

GENERAL 

EXCLUSIVE HOLIDAY OFFER

**THE WORLD'S LEADING MILITARY
HISTORY AND STRATEGY MAGAZINE
AT INCREDIBLE SAVINGS**



- Fascinating accounts of people who did amazing things . . .
- Action-packed articles with tactics and techniques on the battlefield . . .
- Interactive stories that challenge you to make life-or-death command decisions . . .

**SAVE
58%**

1 year (6 issues)

\$14.97

CALL TOLL FREE

(800) 755-1366

First issue mails in 6-8 weeks. (Outside the U.S., add \$10 per subscription for surface mail, \$20 airmail. Payment in U.S. funds must accompany order.)

www.armchairgeneral.com

CGX14

ACG INTERACTIVE COMBAT!

TEAM LEADER'S ASSESSMENT OF THE TACTICAL SITUATION

You briefly reflect on the failure of Operation Husky's planners to land tanks and heavy guns with the initial waves of men. Common sense should have dictated that the invasion shipping be loaded so that everything needed to capture and hold the beaches was available immediately.

"Haven't those typewriter jockeys ever heard of combat loading?" you wonder aloud. "I wish they were here now."

But they are not – and it is up to you to come up with a plan. While scanning the area earlier, you identified the town square as a choke point since both groups of tanks will have to pass through it. Perhaps you can exploit this tactical advantage.

POSSIBLE COURSES OF ACTION

You quickly sketch a map of the city and develop two possible courses of action. Under each, you divide your assault team into two five-man subteams: a "fire suppression group" made up of four riflemen with M-1s and one with the BAR; and a "tank killer group" composed of you with your Thompson and the remaining Rangers with M1s and the bazooka.

Course of action one positions both your subteams in the house at the southeast corner of the town square (Building 1). As the



NATIONAL ARCHIVES

July 13, 1943. An American Soldier inspects an Italian-manufactured French Renault R-35 tank that was knocked out a few days prior in Gela, Sicily.

enemy vehicles maneuver around the fountain, the tank killer group takes aim at their vulnerable sides while the fire suppression group keeps the tank crews buttoned up.

Course of action two deploys your subteams on the rooftops of the two buildings nearest the square's southwest corner (Buildings 2 and 3). As the tanks prepare to move into the square, the fire suppression group keeps the crews inside their vehicles while the tank killer group engages the leading tanks from the flank and rear.

TEAM LEADER'S BRIEFING

Gathering your Rangers around you and

pointing to your map, you announce, "Listen up men. Our odds are not good – at least 10 'Eye-tie' tanks are advancing down Avenues A and B toward the center of town. However, we don't have to knock out all of them. If we can disable the first ones on each route at the point where they enter the square, then the wreckage should block the roads long enough for Colonel Darby to bring up our support. But we can't let the tanks get any farther – there's too much maneuver room around the fountain.

"I'll lead our tank killer group – the bazooka team plus Turner and Schmidt – to the top of Building 3. It has the clearest field of fire, and the bazooka can get the best flank and rear shots as the leading tanks pass by.

"Kirby, take your BAR and the rest of the team to the top of Building 2 and keep suppressive fire on the tanks so that the crews will stay buttoned up. Both our groups will be safe from tank fire, since the vehicles' guns can't elevate that high.

"Everybody got it? OK, Rangers, let's go!"

Colonel (Ret) John Antal is the author of several books, including "Proud Legions." ★

Historical note: A scenario similar to the one in this story actually happened. On July 10, 1943, Darby's Rangers defeated Italian tanks using the tactics explained in COA Two. For more on Darby's Rangers, visit ranger.org.



NATIONAL ARCHIVES

July 10, 1943. Allied troops begin their advance inland after coming ashore near Gela, Sicily.

WHAT IF ... WORLD WAR II HAPPENED **THIS** WAY?



"WE WERE IMPRESSED!"

– PC GAMER

**"ONE OF THE BEST LOOKING
RTS GAMES WE'VE SEEN..."**

– IGN



Play in traditional RTS view, command ground vehicles in over-the-shoulder perspective or jump into turrets in FPS mode for additional damage.



Battle human and computer opponents as you unleash devastating units from history and science fiction.



Use innovative secret weapons to shock, blast, immolate, nuke, freeze and shatter your enemies.

<http://www.war-front.com>



DIGITAL REALITY



ACG

INTERACTIVE

YOU COMMAND

1940 Eben Emael,

Test your decision-making skills as World War II German paratroopers storm Europe's greatest fortress.

After eight months of “phony war” – a period of little combat action by either side following the Nazi conquest of Poland in September 1939 – Hitler’s armies are prepared to lash out at Belgian, French and British defenses on May 10, 1940. Based on a plan devised by General Eric von Manstein, the German blitzkrieg in the west is carefully designed to show the Allied defenders just what they have been expecting – a powerful main attack from German Army Group B that sweeps through the Netherlands and Belgium. (See Western Front map, page 53.) In anticipation of just such an assault, French, British and Belgian commanders are prepared to deploy their strongest forces on their northern (left) flank. This disposition of Allied armies is exactly what Manstein – and Nazi dictator Adolf Hitler – are counting on.

Despite outward appearances, the German army has no intention of conducting its main attack from the direction the Allies are expecting. The bold and innovative Manstein Plan, which Hitler approved over the objections of his senior military commanders, capitalizes on surprise, misdirection, and a powerful new weapon of war for which the Allies as of yet have no counterpart – the blitzkrieg panzer division. (See *Tipping Points* “Germany’s Blitzkrieg Machine,” page 40.) Although senior German commanders originally called for a main attack by Army Group B in the north through Belgium – essentially the same path the German army had taken during World War I – Manstein now proposes to send the panzer divisions of Army Group A crashing through the rugged Ardennes region of France, Belgium and Luxembourg. By striking the weakest part of the Allied line with an attack through an area thought impassable for large tank formations, Manstein hopes to shatter the enemy front then turn north to pin the main Allied armies against the coast of the English Channel.

While the Allies are preparing to refight World War I, Hitler and Manstein are set to teach them a painful lesson in the speed, power and violence of modern mechanized warfare. Yet, for the German plan to succeed, the lynchpin of the Allied defensive line in Belgium – the powerful fortress of Eben Emael behind the Meuse River – must fall.

Armchair General now takes you back to this May 1940 mission in which you will play the role of Lieutenant Rudolf Witzig, a *fallschirmjaeger sturmabteilung* (paratrooper assault detachment) commander in the 7th Flieger Division (Airborne Division). Your daunting task is to land your men by glider and capture the powerful Belgian fortress of Eben Emael, the bastion guarding the important Meuse River-Albert Canal barrier. The success of the German invasion plan depends on capturing the fort, neutralizing its artillery, and seizing the bridges it protects.

Commander, prepare your men for battle!

BELGIUM'S GIBRALTAR

Fort Eben Emael is the most expensive and heavily defended fortress in Europe, and it is the key position in the Belgian sector of the Allied defensive line. Built between 1932

You are in Command!

Armchair General® challenges YOU to take command of this historical battle. Here's how to get in on the action:

READ the article carefully

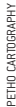
DEVELOP your own solution to this tactical dilemma

RECORD your solution on the pullout form between pages 56 and 57

SEND to *Armchair General* by October 27, 2006

Winning Reader Solutions will be printed in the March 2007 issue.

Fort Eben Emael is the most expensive and heavily defended fortress in Europe, and it is the key position in the Belgian sector of the Allied defensive line.



NATIONAL ARCHIVES

Although Hitler is depending on his panzer divisions to lead the main offensive against the Allied line, the assault on Fort Eben Emael will come from the sky.

A Ju-52 transport plane, as seen through the window of a DFS-230 glider on its way to a mission in Holland (1940). Witzig and his men used DFS-230 gliders in their assault on Fort Eben Emael.

NATIONAL ARCHIVES



ACG INTERACTIVE YOU COMMAND



GREGORY PROCH

The terrain atop Fort Eben Emael features both open areas and copses of trees. Sufficient space, however, is available to land some or all of Witzig's gliders. The triple- and double-gun positions scattered about the fort – some of which are concealed within the woods – represent major objectives for the detachment. Therefore, Witzig must take all of this information into consideration when selecting the best glider landing zone(s) to support his attack.

sault detachment after your mission is accomplished, and one for communicating with Luftwaffe air support. While it is comforting to know that you can communicate with ground and air support units, you realize that it is up to you and your men to fulfill your mission without outside help.

DIFFICULT TARGET

You have reviewed the intelligence packet with the latest information detailing Eben Emael's formidable defenses. Fortunately, since your landing will occur just before dawn, the darkness

will impede the enemy gunners' ability to see targets for their fire. The report notes that there are several sally ports (egress openings) from which the Belgian infantry within the underground barracks can emerge to launch localized counterattacks. However, it does not indicate the sally ports' exact locations; you won't be able to learn that information until you are actually on the ground. It is estimated that the Belgians are capable of mustering approximately a company of trained infantrymen who could possibly be reinforced by an unknown number of non-infantry troops from within the fort. In addition, several Belgian infantry companies are known to be located outside Eben Emael – some only three miles away.

Studying the most recent aerial photographs, you note that although there are some copses of trees, the majority of the terrain atop the fort is relatively open with gently rising slopes to the north and east. This openness affords the enemy gun and machine-gun batteries clear fields of fire. The area surrounding the fort appears to be primarily rolling countryside, with an occasional farm building and large swaths of knee-high grain crops. Nothing in the photographs looks like it would interfere with your glider landings either on top of the fort itself or in its immediate vicinity. Landing on or near the objective should not be difficult. *Capturing* the most powerful fortress in Europe, however, is another matter altogether.

The nature of the upcoming combat, you realize, will be characterized chiefly by small unit actions – squad-sized teams acting under the command of junior leaders. Fortunately, your assault detachment is filled with highly trained, superbly motivated paratroopers. The majority of your men are noncommissioned officers – sergeants, corporals and lance corporals – confident in their abilities and eager for combat. They'll be up against a very difficult target; yet, if any soldiers in the world can capture Eben Emael, yours are the ones who can do it.

You've analyzed your mission, studied the intelligence and considered the capabil-



GREGORY PROCH

The assault on Eben Emael was the first time gliders were employed in combat. The German DFS-230 was the inspiration behind the Allied Waco and Horsa gliders, which were used on D-Day and in Operation Market Garden.

Gliders and Shaped Charges

Two essential tools of war – gliders and the shaped charges – will greatly facilitate the German paratroopers' assault on Fort Eben Emael.

The Deutsches Forschungsinstitut für Segelflugzeug (DFS) 230 is Germany's first assault glider. Constructed of fabric-covered aluminum tubing, it has a wingspan of 69 feet, is 37 feet long, and weighs nearly a ton. The DFS 230 can carry nine personnel with a maximum payload of about two tons.

Once the German paratroopers reach the fortress, they will employ "hollow" or "shaped" charges of explosives to blast through the fort's reinforced structures. The cone-shaped demolition maximizes the power of the explosive charge by directing its energy into a single, narrow blast stream of tremendous force. Relatively small shaped charges are capable of penetrating many inches of steel and reinforced concrete. The basic principle is the same as that used in World War II's bazooka rocket and today's ubiquitous rocket propelled grenade (RPG).

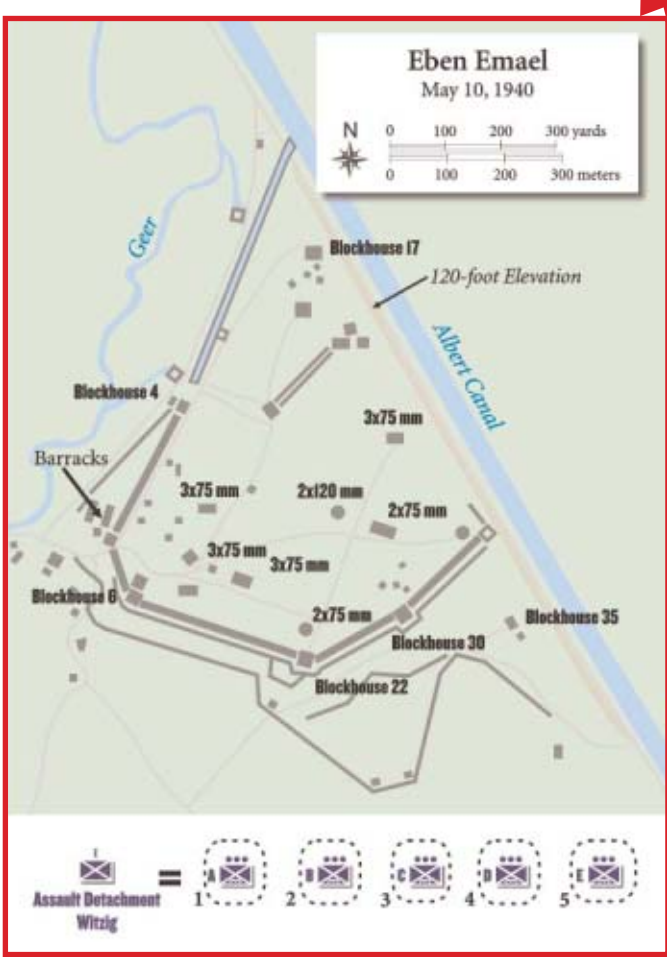
ities of your paratroopers. Now it's time to come up with a plan to accomplish this daunting task. You have developed three possible courses of action and have asked the other assault detachment commanders – Lieutenants Schacht, Altmann and Schächter, who will lead the attacks to seize the vital Albert Canal bridges – to hear your explanation of each so that they may pro-



The German army trained for the attack on Eben Emael (shown here) by assaulting an exact replica they built of the fort in occupied Czechoslovakia. That training suggested that gliders would be the best way to attack the real fortress.

ARMCHAIR
GENERAL
YOU COMMAND!

CDG
WINNERS
GET A FREE
COPY!



**Combat Decision Game
(CDG) #17**

EBEN EMAEL, 1940
Reader Solution

- ☐ **COA 1: LAND ON THE FORT**
All gliders land on top of the fortress, and the paratroopers launch an immediate surprise attack against the fort's strongpoints
- ☐ **COA 2: LAND IN THE FIELD**
All gliders land in the field southwest of the fortress, and the paratroopers execute a deliberate attack against the fort's defenses
- ☐ **COA 3: SPLIT LANDING FORCE**
Most of the gliders land on top of the fortress, and those paratroopers launch an immediate surprise attack. The rest of the gliders land in the southwest field with one-fifth of your paratroopers, who will block any relief force and serve as a reserve
- ☐ **OTHER COA**
You have an alternative course of action in mind

Commander, you have various options to consider for this mission. Check the box next to the Course of Action you choose and draw your solution on the map. On the reverse, explain your solution in the space provided (200 words max).

If any soldiers in the world can
capture Eben Emael,
yours are the ones who can do it.

vide their advice. You'll make the final decision, of course, but you value their counsel in helping you decide which option promises the best chance of success.

After the lieutenants have assembled, you initiate your meeting. "Comrades," you begin, "I know you are all busy preparing your men for your own missions, and I appreciate you taking the time to listen to the three courses of action I've developed for my detachment's assault on Eben Emael." As the three men settle back in their seats, you explain, "I am not so much concerned with the actual progress of the combat once we are on the ground. I expect that it will devolve into a series of small unit actions that will be undertaken by my subunits under the direction of each noncommissioned officer. The major question, then, is how shall we land our gliders in order to place our force in the best possible position to accomplish our mission?"

COURSE OF ACTION ONE: LAND ON THE FORT

"First, I could order all 11 gliders carrying my entire complement of men and equipment to land in the open area directly on top of the fort. Such a coup d' main-style attack will certainly maximize the element of surprise. Placing each team nearly at their objective will help to speed the rate of attack and allow the defenders little time to react. If the landing is successful," you explain, "it should place all my troops out of the line of fire of the perimeter blockhouses and reduce the chance of having to deal with any possible counterattack from the sally ports."

Lieutenant Schacht speaks up immediately. "Rudi, this is a bold plan! I like the way it maximizes the elements of surprise and speed. However, I think it carries a great risk. Anti-aircraft fire, darkness, a sudden contrary gust of wind, or an evasive action to miss one of the other gliders could cause some of the pilots to fail to hit such a small landing zone."

Lieutenant Altmann breaks in. "Since we've never made a combat landing in these 'kites' before, there's always the possibility that Schacht is right. But if you can land all or most of your men on top of the fort, you won't be at the mercy of the perimeter defenses."

COURSE OF ACTION TWO: LAND IN THE FIELD

"A second course of action," you continue, "is to land all my gliders in the large fields southwest of the fort. Doing so will give the pilots a bigger landing zone and will enable my men to touch down in a more accommodating position away from the fort's anti-aircraft fire. Here, they can form up free from any possible counterattack by enemy infantry squads sallying forth from the hidden exits of the fort. We can position our MG-34 teams to ambush any enemy reinforcements moving in from surrounding



German soldiers prepare to attack a fortified Belgian position in May 1940.

garrisons. I can then lead the assault force against the fort, using the knee-high crops and darkness as concealment."

This time, Altmann speaks first. "While the landing zone is more secure, wider and easier to hit, you might – literally – run into a stone wall when it comes to getting atop your objective. I have no doubt you will reach the fortress walls as an intact command, but have you seriously looked at the arcs of fire from the blockhouses? And what about scaling those 5-meter-high walls? That will not be easy under fire. I say you will be lucky to get 50 percent of your men to the top of the fort."

Schächter now offers an opinion. "I disagree. I think the opportunity to put all your

men down in one much larger landing zone will ensure that you're able to get them all rounded up and well organized before launching your assault. To me, this outweighs the disadvantage of having to work your way through the fortress's perimeter defenses. Our men are superbly trained – the best fighters in the world. They'll make it to the top, all right!"

COURSE OF ACTION THREE: SPLIT LANDING FORCE

"That's all very helpful," you say, "but listen to my third course of action. I don't have to put all of my eggs in one basket – that is, I don't have to land all my gliders in the same landing zone." You elaborate, "I can split the landing force into two elements. The larger part of my assault detachment will land on top of the fortress and initiate an immediate surprise attack against the target – a coup d' main. A smaller group of gliders can deposit about one-fifth of my assault detachment onto a landing zone in the fields southwest of the fort, where those paratroopers will serve as a machine-gun platoon. This element will establish blocking positions on the most likely routes that enemy reinforcements from the surrounding area might use to reach the fort. This course," you explain, "also has the added advantage of providing a reserve – a smaller group outside the fortress – that I can call up if necessary."

Schächter jumps in again. "This course of action gives you the most flexibility of the three. You can best deal with the unexpected by following this plan, I believe."

Schacht, however, sees a problem. "It's more flexible, yes. But do you think that the coup d' main force is sufficiently large to accomplish this mission? There are a lot of targets on top of that fort, and time is critical!"

Glancing at your watch, you note that the time to make a decision is rapidly approaching. You end the meeting by saying, "Thank you, comrades. Your input has been very helpful."

Now, it is up to you. Lieutenant Witzig, what are your orders? ★

Andrew H. Hershey, a designer of World War II tactical-level wargames for Heat of Battle Games, holds a PhD in medieval history from the University of London. He contributes regularly to the TDG section of the "USMC Gazette" and is a three-time winner of its TDG design contests.

ACG INTERACTIVE YOU COMMAND SOLUTION

Glosterson at Imjin, 1951

Historical outcome and winning Reader Solutions
to CDG #15, July 2006 issue.

The July 2006 issue of *Armchair General*® presented readers with the Combat Decision Game “Glosterson at Imjin, 1951.” This CDG placed you in the role of Lieutenant Colonel James P. Carne, commanding 1st Battalion, the Gloucestershire Regiment (the Glosters), a British infantry unit of 773 officers and men fighting with United Nations forces during the Korean War. Your mission was to defend against a massive attack by Chinese Communist forces bent on overrunning your defensive sector along the Imjin River and then moving swiftly to recapture Seoul, the Re-

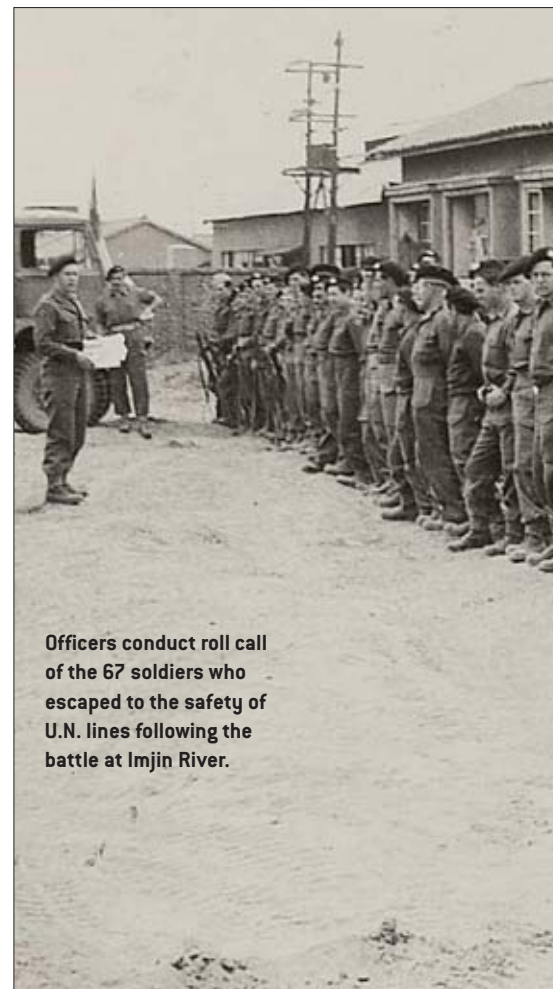
public of Korea’s capital, located about 40 miles south of your area.

BETWEEN A “ROK” AND A HARD PLACE

Although the Glosters’ sector was flanked by a Republic of Korea (ROK) army unit on the left and the remainder of Britain’s 29 Brigade on the right, Lieutenant Colonel Carne’s men were definitely stuck between a rock and a hard place. The frontage of Carne’s six-kilometer-wide sector was too extensive for his single battalion to maintain a cohesive defense, and the shallow Imjin River to the north of his unit was easily fordable by the attacking Chinese infantry. In fact, by 10 p.m. on the night of April 21-22, Carne’s river outposts had already reported enemy patrols infiltrating south of the Imjin to scout and probe his defenses in preparation for the main attack.

A primary consideration in deciding what course of action to adopt was the intent of his brigade commander, Brigadier Brodie. Brodie made it clear that 29 Brigade’s main mission was to prevent the Chinese from rapidly moving south to recapture Seoul. Additionally, he cautioned Carne to avoid any course of action that unnecessarily uncovered the flanks of the units defending his neighboring sectors. Therefore, Carne organized his defense with those instructions in mind.

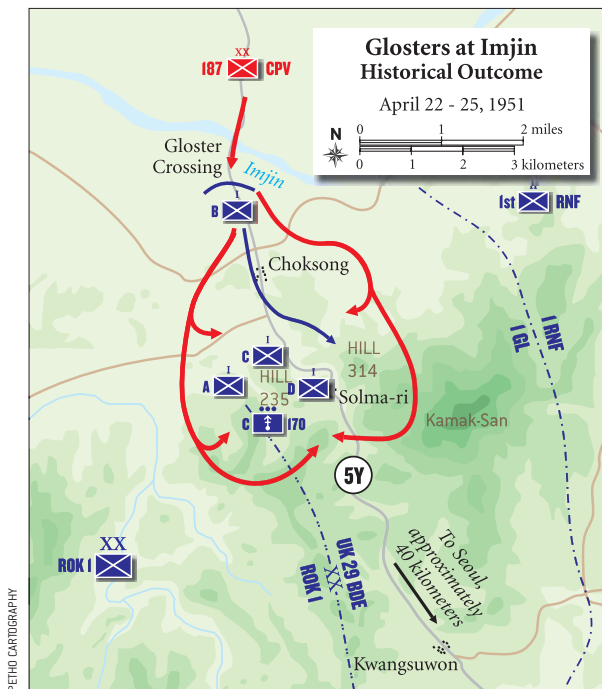
A withdrawal to Kwangsuwon (Course of Action One: Withdraw) yielded too much ground to the enemy at the beginning of the battle, giving the



Officers conduct roll call of the 67 soldiers who escaped to the safety of U.N. lines following the battle at Imjin River.

Chinese a “head start” on the road to Seoul and seriously reducing the depth of the defensive sector without making the enemy pay a heavy price. Such a withdrawal also threatened the defenses of Carne’s neighboring units by dangerously uncovering their flanks, risking a collapse of the entire U.N. line in this area. To comply with his brigade commander’s intent, Carne’s defense had to be mounted as far forward as possible.

Course of Action Two: Counterattack was also problematic. Although a counterattack likely would have caught the Chinese by surprise, it had several serious drawbacks. First, obtaining permission for the neighboring ROK unit to participate in Carne’s counterattack would have been very difficult given the time constraints and the fact that the ROKs were not under Brigadier Brodie’s command. Second, timing and command and control – absolutely critical to the success of a counterattack and any follow-on maneuvers – would have been difficult to maintain. The rugged Korean terrain and the confusion that inevitably follows an attack would have combined to prevent Carne from



Lt. Col. Carne chose to concentrate the Glosters’ defense on Hill 235 with B Company covering their withdrawal before taking a supporting position near Hill 314. The Chinese quickly surrounded the Glosters’ positions, but the stubborn defense of Carne’s men delayed the enemy’s move on Seoul for four critical days.



SOLDIERS OF GLOUCESTERSHIRE MUSEUM, WWW.GLOSTERS.ORG.UK

exercising firm control of his counterattacking units and likely would have disrupted his attempts to reorganize them into a cohesive defense afterward. Finally, the disparity in numbers between the Glosters and the Chinese presented the greatest obstacle to a successful counterattack – no matter how many Chinese the Glosters might kill, scores more were ready to replace their fallen comrades.

HISTORICAL OUTCOME

Carne decided, therefore, to implement Course of Action Three: Defend. (See Historical Outcome map, page 58.) He consolidated the battalion well forward in the unit's sector with B Company acting as rear guard for the battalion, while A, C and D Companies along with 170 Independent Mortar Battery established an all-around defense on Hill 235 (later known as Gloster Hill). After delaying the enemy advance as long as possible, B Company retired to a defensive position nearby on Hill 314 northeast of Solmari. From these positions, the heavily outnumbered Glosters conducted a steadfast defense that repeatedly stymied all Chinese ef-

forts to break through en masse, significantly delaying the enemy main body's advance down route 5Y to the capital. The fighting was brutal and deadly, often involving hand-to-hand combat as, amidst the blare of bugles, the Chinese sent wave after wave of infantrymen charging against the surrounded Glosters. Yet thanks in large part to this heroic stand, Seoul did not fall to the enemy.

On April 25, cut off from any hope of relief and with ammunition all but exhausted, Carne inevitably bowed to superior numbers. He ordered the battalion to split up and announced that "every man [was] to make his own way back" to U.N. lines. However, of the Glosters manning the sector on April 21, 59 lay dead and only 67 made it back safely. Many were simply "missing in action." Carne and 526 men (180 of them wounded) became prisoners of war – 34 of them dying in captivity under the cruelly harsh conditions of the POW camp.

THE "GLORIOUS GLOSTERS"

The sacrifice of Carne's battalion added another magnificent battle honor to the reg-

Déjà Vu: Fighting Surrounded ... Again

Britain's "Glorious Glosters," by special decree, wear two regimental badges on their berets – one in the regulation position on the front of the cap, and a similar badge on the cap's rear. This unusual honor was awarded for the Glosters' part in the 1801 battle at Alexandria, Egypt, during the Napoleonic War. While under attack by one French force from their front, another French unit assaulted them from the rear. The Glosters' trailing unit executed an about-face in response to the rear threat and the regiment subsequently fought back-to-back, defeating the French attacks. In April 1951 at the Imjin River, surrounded on Gloster Hill by masses of Chinese soldiers, the "Glorious Glosters" in effect re-earned their "fore and aft" cap badges.



ACG INTERACTIVE YOU COMMAND SOLUTION

iment now known as the “Glorious Glosters.” On May 8, 1951, the entire battalion was recognized for its heroic stand when President Harry S. Truman awarded the U.S. Presidential Unit Citation to 1st Battalion, the Gloucestershire Regiment and 170 Independent Mortar Battery. Truman announced, “The spirit of supreme sacrifice on the part of the 1st Battalion, the Gloucestershire Regiment, typifies our mutual determination that all who love freedom shall be protected and defended from aggression.” Later, following the POW exchange in the wake of the Korean War armistice in 1953, Carne received his own personal award – the Victoria Cross, Britain’s highest recognition for courage.

A notable participant in the Glosters’ de-



May 1951. Members of the Gloucestershire Regiment and 170 Independent Mortar Battery are presented with the U.S. Presidential Unit Citation at 29 Brigade Headquarters.

fense was the battalion adjutant, Captain Anthony Farrar-Hockley (who later became a general, a well-known author, and a senior NATO commander). On the night of April 24-25, he volunteered to take command of A Company when its officers became casualties. Farrar-Hockley’s courageous leadership prevented a disastrous breakthrough by the Chinese, gaining valuable time for the rest of the battalion’s men to attempt their individual escapes. Farrar-Hockley’s actions earned him a Distinguished Service Order, but he was captured and spent two years as a POW. This exceptional soldier – a true legendary figure in the regiment’s history – passed away in March 2006.

READER SOLUTIONS

Carne’s stubborn stand against the odds featured many of the key points for an effective area defense. (See After Action Report.) In evaluating Reader Solutions, therefore, our judges looked for submissions based on

AFTER ACTION REPORT Key Points for an Area Defense

- Understand your higher-level commander’s intent for your defense (e.g., to destroy the enemy; to protect a vital objective; to delay enemy advance; etc.)
- Determine enemy avenues of approach and establish early warning outposts
- Identify key terrain and deny enemy unrestricted access to it
- Delay enemy advance with covering forces, rearguard units and obstacles
- Control major high-speed routes through the area
- Integrate all available supporting fires into your defense plan
- Deploy your forces to facilitate command and control
- Maintain contact with friendly units on your flanks

Course of Action Three: Defend and which clearly articulated an understanding of the tactical principles of an area defense.

And now for excerpts from the winning Reader Solutions to “Glosters at Imjin, 1951” ...

OSCS Mark A. Pearson, U.S. Coast Guard, Virginia, “The only good course of action is to defend. By defending Hill 235 we deny the Chinese full use of Route 5Y and slow their advance on Seoul.”

Dennis Pelletier, Pennsylvania, “The ultimate goal is to tie up the Chi Com units as long as possible in the hills, keeping them far from the ROK capital of Seoul and giving U.N. forces time to bring

up more units to prevent Seoul from changing hands again. This should be done even at the risk of encirclement.”

Maurits Wiuff, Denmark, “The Glosters are in no position to stop the enemy completely, but they must buy precious time so that corps or higher levels of command can regroup in the rear against the enemy’s main point of effort and bring the offensive to a halt.”

Thank you to everyone who participated in this CDG. Turn to page 52 and test your combat decision-making skills with CDG #17, “Eben Emael, 1940.” This tactical battle places you in the role of Lieutenant Rudolf Witzig, commander of an assault detachment of German paratroopers who must land by glider and capture the Belgian fort of Eben Emael, Europe’s greatest fortress complex. Use the pullout form between pages 56 and 57 to explain your solution and mail, e-mail or fax it to *Armchair General* by October 27, 2006. Winners will be announced in the March 2007 issue. ★

“ACG” would like to thank the *Soldiers of the Gloucestershire Museum* (glosters.org.uk) for providing the photographs for this article.

Congratulations to our “Armchair Generals”: OSCS Mark A. Pearson, U.S. Coast Guard, Virginia; Dennis Pelletier, Pennsylvania; Maurits Wiuff, Denmark They beat out some tough competition!

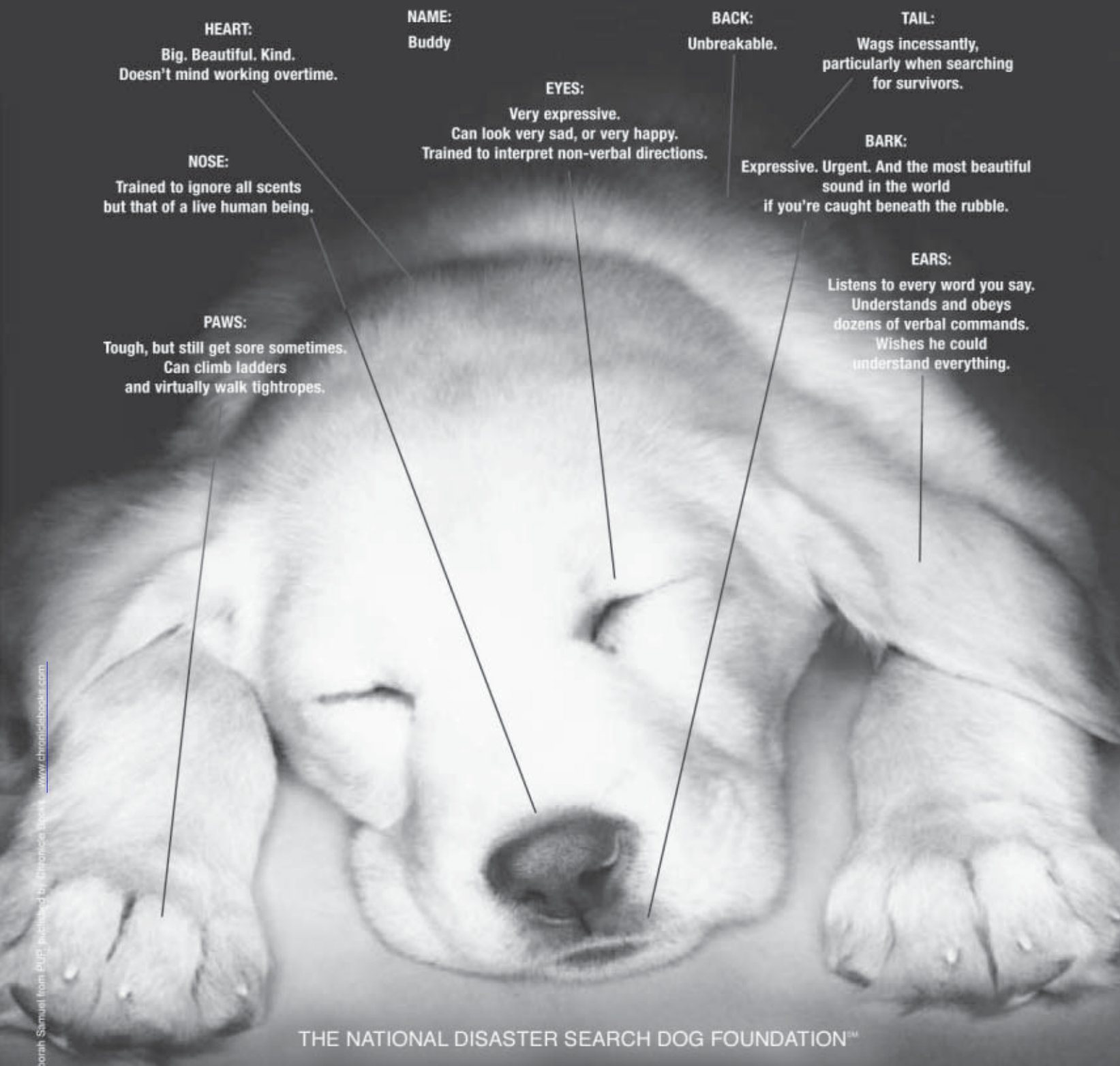
HONORABLE MENTION

Capt. Robert Allen,
10th Mtn. Div., Iraq
Lance Cpl. Richard E. Bledsoe, Ill.
George D. Bock, via e-mail
Larry D. Bomsta, Idaho
Col. [Ret] Mark L. Brown, Hawaii
B. N. Bulger, Ontario, Canada
Craig Burton, Pa.
Nino Cirone, via e-mail
Pierre Corbeil, Quebec, Canada
John M. Dudzik, Ill.
Jim Eliason, Iowa
Robert Emmenegger, Ind.
Bryan Goldberg, Ariz.
Bill Grasso, Okla.

Sgt. Darin Greene, Ky.
Eric Hillerson, Ala.
John Holme, Calif.
William Hubbard, Ill.
Shannon Krause, Mich.
Joe Leoce, N.Y.
CWO [Ret] Al Linzy, Texas
Matthew Macchiaroli, via e-mail
Rob Marlowe, N.Y.
John McIntire, Mass.
Rob Mei, Conn.
John O’Leary, Wash.
Paul Penrod, Md.
Randall Larsen, via e-mail
Jack Reed, Pa.

Cpl. Robert B. Rodgers,
Ft. Riley, Kan.
Mitchell Samal, Conn.
Paul Sidhu, N.J.
Bob Skinner, Ohio
Greg Spyridis, Ala.
Maj. Chip Stewart, CGSC,
Ft. Leavenworth, Kan.
D. C. Tabor, Tenn.
Mikel Thorstenson, Minn.
Lt. Col. [Ret] Chuck Treese, Colo.
Jeff Tucker, Ohio
Niles Wimber, Ga.

THE \$10,000 DOG



HEART:

Big. Beautiful. Kind.
Doesn't mind working overtime.

NAME:

Buddy

BACK:

Unbreakable.

TAIL:

Wags incessantly,
particularly when searching
for survivors.

EYES:

Very expressive.
Can look very sad, or very happy.
Trained to interpret non-verbal directions.

NOSE:

Trained to ignore all scents
but that of a live human being.

BARK:

Expressive. Urgent. And the most beautiful
sound in the world
if you're caught beneath the rubble.

PAWS:

Tough, but still get sore sometimes.
Can climb ladders
and virtually walk tightropes.

EARS:

Listens to every word you say.
Understands and obeys
dozens of verbal commands.
Wishes he could
understand everything.

THE NATIONAL DISASTER SEARCH DOG FOUNDATION™

The most highly trained search and rescue dogs in the nation need your support.
To donate, call us at (888) 4K9 HERO or visit www.SearchDogsUSA.org

BE PART OF THE SEARCH™

ACG INTERACTIVE ICS

At the Sharp End
PART TWO

Bloody Night on Peleliu

Marine Lance Corporal James Devin survived Peleliu's beach assault landing, but can he defeat a deadly Japanese night attack? YOU control the outcome of this exciting Pacific War battle.

BY JOHN ANTAL

9 p.m., September 15, 1944

Wham! A mortar shell slams into the ground nearby. The earth trembles and hot, searing metal fragments zing through the air. The explosion's lightning-like flash momentarily illuminates the tropical darkness, bathing a small group of weary Americans in its nightmarish glow.

Lance Corporal James Devin and nine other exhausted but nervously alert Marines lie clustered on a small knoll not far from the landward edge of Beach White 1 on Peleliu Island. The knoll is certainly no reinforced bunker like those the Marines blasted the island's Jap defenders out of earlier that day, but at least it offers some welcome protection from enemy mortar rounds and sniper fire. Its top features a shallow, bowl-shaped depression around which runs a lip that provides about three feet of cover – a natural parapet. The Americans have been in this position for nearly three hours now, unable to move around freely due to the sporadic Japanese fire. During the day, the men had endured tem-

peratures of over 100 degrees Fahrenheit. Nightfall didn't bring much relief from the smothering heat, yet their sweat-soaked uniforms now feel stiff and clammy.

Devin hasn't seen Platoon Sergeant Hadley or anyone else from his company in those three hours. Short on water and ammunition, he wonders how much longer his men must hold out.

Although each of the Marines is contemplating the very same thought, Private Joe Henderson, the Browning Automatic Rifle (BAR) gunner – as usual – is the one to speak up. "What the hell are we going to do, Dev? The Japs are bound to counterattack tonight. How are we supposed to stop a banzai attack all by ourselves?"

"Yeah," Private Frick joins in, "what happened to Hadley? And where are our replacements? We can't be the only Marines left on this miserable island."

Devin wants to reply, but he isn't sure what to say. The assault landing this morning against the enemy-held island had been snafu (situation normal, all fouled up) from the beginning. The landing was Devin's first taste of combat, and the flavor had been bitter – very bitter. Nothing went according to

plan. He now has no idea what is happening elsewhere on this hot, stinking piece of earth, but he is convinced that he and the other Marines are about to face a bloody death at the hands of fanatical Japanese.

He wonders what his squad leader, Sergeant Reed, would do if he were here. Reed and most of the squad died horribly in the first few minutes of the assault as they tried to disembark their amphibious landing tractor (Amtrac) shortly after 8 a.m. Reed had trained his Marines to exit the Amtracs on the run and to get off the beach fast. When they hit the sand, however, their movement was anything but quick. Despite a ferocious naval and air bombardment, Japanese machine-gunners had survived inside their well-sited bunkers to rake the beach with a wall of fire. Enemy mortar rounds struck with unnerving accuracy, and one exploded as Reed was leading his Marines out of the Amtrac. It instantly took out everyone who tried to exit from the right side. Devin and his three-man fire team had exited from the left. Their fortuitous posi-



BETTMANN/CORBIS



tioning was the only thing that saved them.

Devin witnessed unspeakable horrors as his fellow Marines were cut down on the beach, but somehow he survived. Taking charge of his fire team and a two-man bazooka team, he attacked and destroyed a line of Japanese bunkers blocking his company from moving inland.

That was a mere 12 hours ago, but to Devin it seems like a lifetime. Since then he's acted as squad leader, commanding the young Marines that he feels he is not properly trained or prepared to lead. As a newly promoted lance corporal, he never expected to be forced to make the life-and-death deci-

sions he's routinely made today. The pressure of leading a squad in combat is beginning to weigh him down. Even greater than his concern of getting killed or wounded, Devin worries that if he makes the wrong decision his men will die as a result of his ignorance and inexperience. He's learning firsthand that the burden of command can be a terrible thing. However, there's nothing to do but get on with the war.

After destroying the enemy bunker line this morning, Devin and his men slowly moved forward, fighting Japanese snipers and hugging the deck when mortar rounds landed nearby. Casualties mounted through-

As they advance inland, U.S. Marines seek shelter from Japanese mortar and artillery fire in a large shell hole.

out the day, and everyone ran short of water as the oven-like heat sapped their strength and energy. Wounded Marines lay scattered about in numbers that threatened to overwhelm the best efforts of the gallant Navy corpsmen who moved from man to man, braving heavy fire.

Sometime that afternoon, Platoon Sergeant Hadley ordered Devin to take what was left of his squad, and any other Marines he could find, and hold the position on the

ACG INTERACTIVE ICS

knoll. He told Devin that he would send reinforcements, water and ammunition as soon as he could. But, above all, Devin and his Marines were to hold that ground.

Devin managed to gather four additional Marines as he and his fire team moved up to the knoll. Now the 10 of them wait in the dark, obedient to their orders.

Despite his exhaustion, Devin's mind races with unanswered questions: Why is

would do if he were in Devin's shoes. Reed would know what the next step should be – he always had a plan.

Devin considers the situation. His orders are clear: Hold the knoll and wait for reinforcements. Yet how long must they hold? When will reinforcements arrive? What is the best way to deploy his Marines and position his defense?

He recalls a phrase Reed drilled into his



NATIONAL ARCHIVES

A Japanese fighter hurls a bangalore torpedo (the horizontal, pipe-shaped explosive charge seen over his head) at a Marine tank supporting U.S. units on Peleliu. Seconds later, the Marines shoot down the enemy soldier.

this knoll important? Where is the rest of his platoon – his company, for that matter? Who is winning the battle? Will he and his Marines live to see the sunrise?

He is irritated at Henderson's habitual griping, but he knows that the BAR gunner is right. The Japanese are certain to launch an attack tonight to try to push the Marines back into the sea. The enemy has no choice. Cut off from outside help and facing an increasing disadvantage in men, weapons and materiel, the Japanese have little beyond courage and suicidal spirit on which to fall back. The enemy will come, all right. The only question is, will Devin's Marines be able to stop them?

Wham! Another Japanese mortar round explodes nearby. Devin instinctively tries to make himself smaller, pressing his body tightly against the ground. Even though he is surrounded by the other men, he feels very alone.

Again he wonders what Sergeant Reed

memory during training, before the Peleliu landing: "Find the enemy, fix him, flank him and finish him." The sergeant said that a smart leader always fights the enemy by fixing him with fire, then finds a vulnerable flank to hit and attacks him from an unexpected second direction. Reed called this "putting the enemy on the horns of a dilemma." If your opponent shifts to fight your flank attack, your force that is fixing the enemy with fire will kill him. If the enemy doesn't move, your flanking force will kill him.

Play It!

Relive the fight for Peleliu by playing the scenarios "Surprise at Peleliu" and "Another Bloody Ridge" in HPS' *Squad Battles: The Proud and the Few*. For more options, please visit playit.armchairgeneral.com.

This tactical principle had sounded so simple when Reed explained it to him; however, in the heat of real combat, it seems anything but. Devin feels like *he* is the one on the horns of a dilemma. How can he figure out a way to turn this tactical principle into practice now that it is only a matter of time until the Japanese attack?

Devin vividly recollects the stories Reed told of the terrifying Japanese banzai attacks on Guadalcanal. His greatest fear now is that the Japanese will rush the knoll in overwhelming force – a screaming, slashing, unstoppable human wave.

Private Turner, lying on his back beside a captured Japanese Nambu light machine gun, suddenly speaks up. "Dev, what's our plan?"

Spurred into action by Turner's question, Devin forces his thoughts to focus on the tactical problem. In a flash of inspiration, he thinks he knows what to do.

"All right, Marines, pay attention," he barks into the darkness. "Like it or not, we have to hold this knoll all by ourselves. There may be reinforcements in the morning, but they sure as hell won't be coming tonight."

As scattered groans fill the air, Henderson's voice breaks through. "Well that's cheery news."

"Ain't it, though?" Devin responds. "But our orders are to hold this position and that's just what we're going to do. Now, sound off with a count of ammo, grenades and water."

"I've got six magazines for my BAR and two grenades," Henderson replies, "but I'll burn up those 120 rounds pretty fast when the Japs come." He adds, "I've got maybe half a canteen of water, but I'm saving it to cool off the barrel of the BAR when she starts to go through those magazines hot 'n heavy."

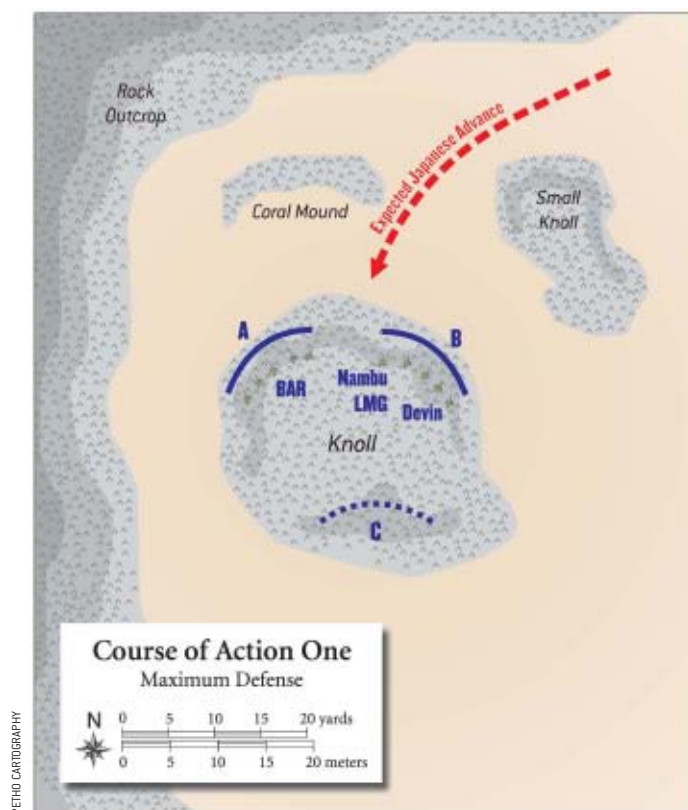
"I have two boxes of ammo for this Jap machine gun," Private Turner chimes in. "Looks like each box has about 100 rounds. I also have one grenade, but no water."

"What happened to your bazooka?" Devin asks.

"Used up all my rockets on the bunkers this morning, so I picked up this machine gun in that last one we took."

After the other Marines have all answered, Devin tallies one BAR, one captured Japanese machine gun, and eight M-1 rifles. Each rifleman has about 40 rounds of

The enemy will come, all right.
The only question is, will Devin's Marines
be able to stop them?



Keeping all the members of the squad together in one position on the knoll concentrates the Marines' firepower and allows them to draw moral support from one another.

ammo and the squad possesses about 18 grenades. Only three canteens have any water left in them.

"Not much of an arsenal," Devin muses, "but it will have to do."

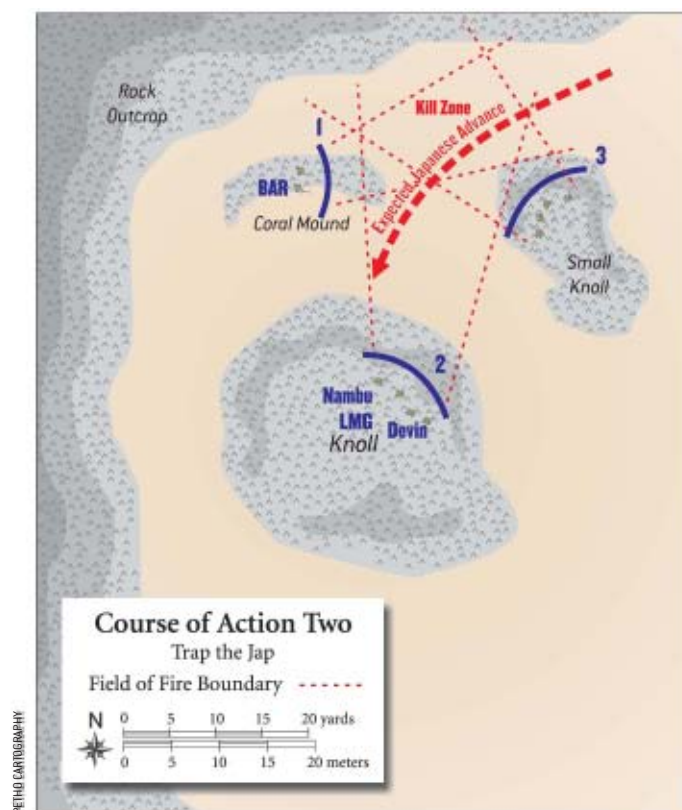
He licks his parched lips and peers to the north over the lip of the knoll. The landscape is hard to make out in the dark, but he recalls what he had seen during the daylight. To the far left and to the far front is rocky high ground, devoid of trees and vegetation. To the immediate left front is a coral mound probably big enough to protect two men. To the right is a small knoll that could serve as a fighting position for three or four men.

He imagines how the Japanese might come at them. Approaching over the high ground will be difficult if not impossible in the dark – the terrain is just too steep. And they probably won't attempt to advance from the south because there is no cover there. Therefore, Devin feels certain that the

enemy will traverse the open ground to the northeast, between the coral mound and the small knoll, both of which can be used as protection during the advance. The Japanese can either infiltrate by stealth or launch a frontal charge over this terrain, making it the most obvious – and most dangerous – avenue of approach. Having determined the enemy's most likely attack route, Devin quickly devises two possible courses of action (COAs) for his defense.

COURSE OF ACTION ONE: MAXIMUM DEFENSE

Devin's first COA calls for defending the current position with the entire squad. In effect, his men will make the knoll their fortress. They will initially fight along the lip, at Positions A and B. (See COA One map.) If forced to fall back, Position C will provide defense in depth by serving as a "last stand" position. Devin, however, hopes things don't come to that.



Placing the Marines in three positions allows for interlocking fields of fire that can devastate the Japanese attack in a bullet-swept kill zone.

COURSE OF ACTION TWO: TRAP THE JAP

Devin's second COA sets up a killing zone to smash the Japanese with concentrated small-arms crossfire as they approach the knoll along the most likely avenue of attack. (See COA Two map.) Private Moore and Private Henderson with his BAR will occupy Position 1 on the coral mound, while four Marines with grenades and M-1 rifles move to Position 3, the small knoll to the northeast. Devin and Privates Guild, Frick and Turner will stay with the captured Japanese machine gun at Position 2, their current location. This "kill zone" can trap the approaching Japanese and break their attack with deadly fire from several angles.

Devin must decide quickly which plan he will put into action.

If you choose for Devin to take **Course of Action One: Maximum Defense**, turn to **PAGE 66**

If you choose for Devin to take **Course of Action Two: Trap the Jap**, turn to **PAGE 68**

ACG INTERACTIVE ICS

PAGE 66 YOU CHOSE COURSE OF ACTION ONE: MAXIMUM DEFENSE

Devin realizes that after fighting all day in 100-degree heat, his Marines are hardly in any condition to execute “fancy tactics,” spreading themselves all over hell’s half acre. As Sergeant Reed once told him, “Keep it simple. A squad is a team. The men draw strength from one another, making the ‘whole’ stronger than the sum of its parts.”

Devin feels that the morale of his men will hold up best if they stick together. He decides to go with his “Maximum Defense” COA and fight from the knoll. He explains his plan to the Marines, and they crawl to their positions ... and wait. Soon, he orders them to go to 50-percent security – one man sleeps while the man next to him stays awake on watch.

Devin lies next to Turner in position B. If the Japs initiate a banzai charge, they will have to run right into Turner’s machine gun. Devin feels he needs to be there at the decisive point.

As the lance corporal involuntarily

starts to nod off, Turner whispers, “Dev, I hear something!”

Suddenly alert, Devin strains his ears and hears the faint sound of metal scraping against coral rock. “Here they come,” he says to Turner. He gropes for a grenade, pulls the pin with his left hand, releases the safety handle, and after pausing for a one-two count, throws the grenade toward the sound.

The explosion is soon followed by screaming voices. Other Marines on the knoll throw grenades as Henderson pops up and sprays the area with his BAR.

“Get down!” Devin yells. “Save your ammo.” As the night grows quiet again, he whispers, “Listen up. The Japs are trying to infiltrate our position. We have to conserve grenades. Gather some rocks. From now on, throw on my order. Two rocks followed by one grenade.”

“You’ve got to be frigging kidding,” Hen-

dereson says. “What damn good will *rocks* do?”

“In the dark, the Japs won’t know the difference between a rock and a grenade, Einstein,” Devin replies. “We’ll throw rocks, they’ll move, and we’ll hear where they are. The next one will be a grenade – on target.”

The night wears on in tense silence until Frick whispers, “I hear them again.”

“Don’t forget,” Devin says, “toss a rock, then another. I’ll follow up with a grenade.”

Frick throws a rock and is amazed to find that the scheme is working!

Devin hears someone squirming out of the way, and without waiting for a second rock he tosses a grenade at the sound. More screams convince him that it struck home. Loud chattering in Japanese suddenly fills the air.

“Henderson,” Devin shouts, “two grenades – fast!”

The noise of two more explosions pierces the night, followed by shouts in Japanese and the rustle of men fumbling with weapons.

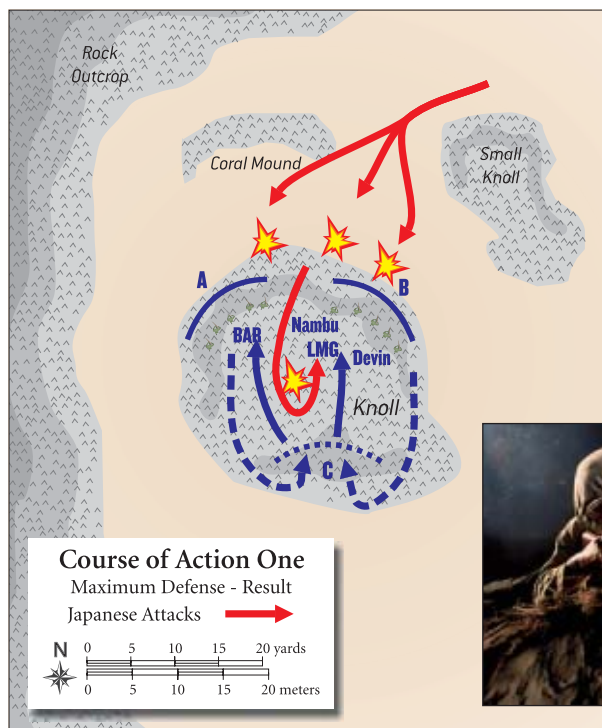
“Up men,” Devin screams, “let ‘em have it!” The Marines rise to their feet and fire point-blank into a mob of charging Japanese who are shooting as they run and yelling “banzai!” The grenades had apparently goaded them into an early charge.

Tracer bullets fly and Turner’s machine gun fires continuously until the barrel glows red. Pausing only to change magazines, Henderson pumps rounds into the screaming mass with his BAR.

Suddenly, Private Guild’s head jerks backward as a bullet tears off a part of it. A Japanese with a bayonet on his rifle rushes over the lip of the knoll, prepared to impale Turner. Devin swings his M-1 around and fires three times, knocking the enemy soldier off his feet. Realizing they can’t hold their current location, Devin yells, “Everybody back to Position Charlie!”

The Marines scramble to the rocks at the rear of the knoll. As they reach the fallback site, a dozen Japanese rush over the lip of the rise the Americans had just left. Quickly finding firing positions, the Marines blaze away at the enemy even before Devin can give the order to fire. They mow down the Japanese, killing them all before they cross the depression at the knoll’s center.

As the last Jap hits the ground, a wave of 10 more advances over the rise headed directly for the Marines’ last bastion. Again, the Americans’ deadly fire cuts down the assault.



The Marines goad the enemy into launching a premature assault. But despite taking heavy casualties, the Japanese force the Americans to fall back to their “last stand” position.



Devin briefly dozes off to sleep before Pvt. Turner awakens him and reports that he hears something.



Devin and another Marine listen for any sounds signaling a Japanese attack on their position.

Except for the moaning of wounded Japanese somewhere in the darkness, the night is blissfully calm.



The Marines throw rocks at the enemy soldiers and wait for them to move before tossing a grenade, thereby conserving their limited supply of explosives and increasing the probability of a kill.

"Cease firing!" Devin shouts. He listens intently, but can only hear the far-off sound of mortar rounds impacting. After a few moments, he orders, "Back to our original positions!" The Marines obey immediately, running forward to occupy the previously vacated lip of the knoll.

Devin grabs one more grenade, pulls the pin and tosses it. The explosion evokes no response. Except for the moaning of wounded Japanese somewhere in the darkness, the night is blissfully calm.

"Check ammo and equipment," he orders. "They may come back again."

"Not frigging likely," Henderson quips, then adds quickly, "I mean, I hope not, anyway."

"How many men did we lose?" Devin asks.

"Guild is dead," Moore answers.

"I'm hit in the arm," Private Poskov replies, "but it don't hurt too much."

"Henderson," Devin says, "put a field dressing on Poskov's arm. Everybody else, go back to 50-percent security. Try to get some sleep."

Devin then leans against the lip of the knoll, keeping his M-1 at the ready. As exhaustion overcomes the remains of the "adrenalin rush" brought on by the recent combat, he begins to drift off toward a well-earned slumber. Although the Japanese do not attempt another attack that night, Devin knows that tomorrow the enemy will be out there waiting for them.

"Just another day in this tropical paradise," he murmurs as he falls asleep.

Devin's Maximum Defense is a success. Keeping the squad together for mutual support gave his Marines the firepower – and the morale boost – they needed.

**Catch the next episode of
"At the Sharp End"
in the January 2007
issue of**

ARMCHAIR GENERAL®
on newsstands November 21.

To discuss this ICS with other readers, visit armchairgeneral.com

ACG INTERACTIVE ICS

PAGE 68 YOU CHOSE COURSE OF ACTION TWO: TRAP THE JAP

Devin decides that Sergeant Reed's tactical advice to "find, fix, flank and finish" the enemy makes good sense. Knowing the most likely direction of the Japanese attack means he can deploy his Marines on the flanks of the expected route. This will create a deadly kill zone, trapping the Japanese before they reach the knoll.

"No sense just sitting here waiting to be overrun, so listen up," Devin announces. "You can bet the Japs will initiate a banzai charge against us tonight. Therefore, we're going to prepare a little trap for them. I want Henderson and Moore to crawl out to that coral mound to our left front and set up the BAR to fire eastward. We'll call that Position 1. Turner, Frick, Guild and I will defend here at our current location, which we'll call Position 2." Turning to the remaining Marines, he orders, "I want you four on that small knoll to our right front; that'll be Position 3.

You concentrate your fire to the northwest."

Glancing over the lip of the knoll and surveying Position 3, Private Poskov remarks, "OK, but why way out there?"

"The Japs will charge with every man they can muster," Devin replies. "Because of the lack of cover to the south and the rough terrain elsewhere, they will most likely approach from the northeast. Then they can use the coral mound and the small knoll as protection. If they do advance from that direction, we'll have them in a crossfire. It'll be a shooting gallery – a trap they won't be able to escape."

Before long, the Marines are in position. Then they just sit in the dark and wait. As the night wears on, Devin listens to the sounds of distant battle. Flares periodically light the sky to the south, but they cast only a faint glow on the knoll. Occasionally, he peers over the lip to scan the darkness. He also checks his M-1 for the umpteenth time and nervously fingers the grenade on the parapet in front of him. The air is thick and humid and he can already smell the stench of corpses.

Soon Devin distinctly hears the sound of someone crawling along the coral rocks to his front. However, without a way to communicate with his Marines in Positions 1 and 3 – other than to shout, which would be suicidal – all he can do is wait.

Suddenly, a grenade explodes somewhere near Position 3. A scream is followed by several rifle shots and the blast of another grenade. Sounds of gunfire mingle with shouts in English and Japanese. Devin can see tracers and muzzle flashes, but he can't tell if the fleeting glimpses of struggling figures are the Marines or the



Devin fears that his plan has failed and that his position will soon be overrun.

enemy. He realizes that his men cannot fire at Position 3 since they are as likely to hit friendly forces as Japanese.

The realization produces a sinking feeling in the pit of his stomach. "I've placed my men stupidly," he chides himself aloud. "We can't provide mutually supporting fires from these positions. We've trapped ourselves, not the enemy!"

Another grenade explodes in a flash of light. A piercing scream escapes someone's lips, then all is quiet again.

Devin decides to risk a shout. "Poskov? Poskov, are you all right?"

After a long silence, a thinly disguised voice yells back, "OK, Joe."

Devin immediately ducks behind the parapet, muttering, "Damn! Nips!"

Frick whispers, "Poskov and his guys must be goners. What do we do now?"

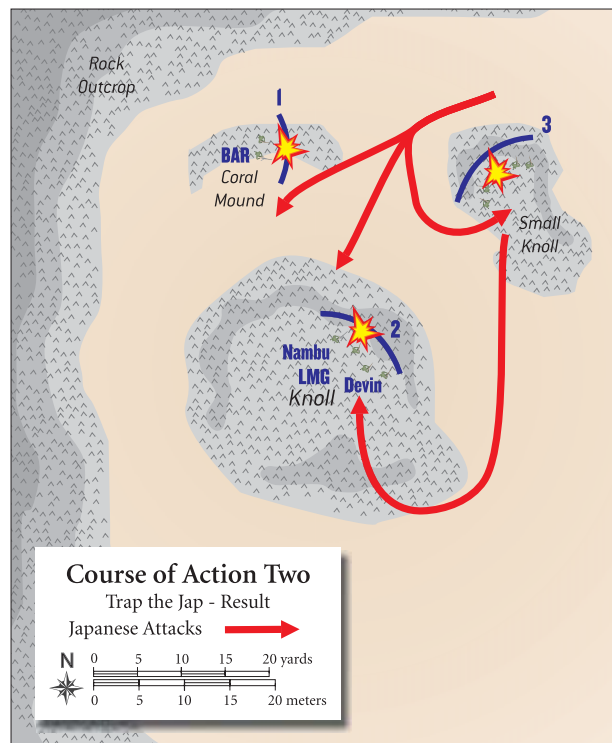
"Give me your grenades," Devin replies.

Frick starts to hand them over, but suddenly lowers his head when startled by the sound of Henderson's BAR opening up at Position 1.

Frick's reactive "duck" is lucky since the burst from the automatic rifle sends bullets crashing into the lip of the knoll behind which Frick is crouching.

"Oh, God," Devin whispers. "Whoever Henderson is aiming at must be right in front of our position. But we'll have to risk the friendly fire and start shooting before it's too late."

"On your feet – everybody fire!" Devin shouts as he brings up his rifle and discharges the weapon blindly into the darkness. Frick and Guild join him, firing wildly



Devin belatedly realizes that splitting up his squad during a night battle makes command and control extremely difficult and exposes his men to being picked off piecemeal.

“The Japs will charge with every man they can muster.”

at the area to the front of the knoll. Turner wrestles with the charging handle of the Jap machine gun for a moment and then finally gets it to work, pouring a stream of white tracers into the night.

Amidst the din of their weapons, Devin notes that Henderson’s BAR has abruptly stopped firing. Position 1 is deathly quiet.

A Japanese shout breaks through the dark, “Banzai!” Enemy fire splatters against the parapet and zings through the air above the Marines.

Private Guild immediately falls backward as a round slams into his head.

“Guild’s hit!” Frick bellows.

Devin throws another grenade, illuminating the area for an instant. In the eerie light, he glimpses a ragged wave of Japanese infantry running toward them. The Marines continue to fire to their front, but suddenly three Japanese soldiers charge Devin’s position from their rear – the enemy has infiltrated around and behind his knoll. He belatedly realizes that by spreading his men across the area in small outposts, he made it easy for the Japanese to defeat them piecemeal.

Devin fires two quick shots from his M-1, and the lead Japanese soldier crumples to the ground. The lance corporal then tries to shoot at the second attacker, but his rifle jams. He raises it like a club and powerfully strikes his foe across the head with the butt, knocking him unconscious. He then swings the rifle like a nine-pound baseball bat, crushing the prostrate man’s face until it is a bloody pulp.

Devin turns to bash in the skull of the third Japanese; however, the soldier suddenly lunges forward and thrusts his bayonet into Devin’s chest. Falling to his knees, Devin’s world appears to spin as he witnesses more Japanese pouring over the knoll. Just before his eyes close for the last time, he hears a rifle blast as the enemy soldier fires a round to loosen the bayonet lodged in Devin’s ribs.

Devin’s mission is a failure. Turn to page 66 and read Course of Action One: Maximum Defense. ★

Colonel (Ret) John Antal served 30 years in the U.S. Army and commanded combat units from platoon to regiment. He has published over 50 magazine articles and six books, including “Armor Attacks,” “Infantry Combat,” “Combat Team” and “Proud Legions.”

With his M-1 jammed, Devin grabs the rifle like a baseball bat and swings it fiercely at the advancing Japanese.



BATTLEFIELD DETECTIVE

The Case of the Lost Battlefield

Battlefield sleuths track down the actual site
of the infamous 1864 Sand Creek Massacre.

BY DOUGLAS D. SCOTT

The Sand Creek Massacre is one of the most significant and tragic events in the history of the American West. The grim facts provide a well-known cautionary tale about the conflict that often occurs when cultures clash. On November 29, 1864, Colonel John M. Chivington led a group of approximately 700 men of the Colorado 1st and 3d Volunteers from Fort Lyon (near present-day Lamar, Colorado) to an Indian village of more than 100 lodges on Sand Creek (then also known as the “Big Sandy”). Located at the edge of a reservation established by treaty in 1861, the village was home to about 500 Cheyenne and Arapaho Indians under the Cheyenne principal chief, Black Kettle. As instructed by Colorado Governor John Evans, the Indians had



The Sand Creek Massacre, an unprovoked attack on Cheyenne Chief Black Kettle's camp by Colorado Volunteers in 1864, is one of the most infamous incidents in the history of the settlement of the American West.

earlier presented themselves to the U.S. Army at Fort Lyon, at which time they were told to remain at their Sand Creek camp. Although the Indians believed they were under U.S. Army protection, Chivington's volunteer troops launched a surprise attack as part of the Army's larger campaign to find hostile Indians and drive them from eastern Colorado.

The strike began at dawn when the Volunteers fired upon the encampment with small arms and cannon. Many of the villagers who survived the initial attack fled upstream. Approximately one mile above the village, according to most accounts, the Indians took shelter in hastily dug pits along the creek banks. This area, known as the “sandpits,” witnessed some of the fiercest fighting when the Volunteers blasted it with a minimum of two, and perhaps as many as four, 12-pounder mountain howitzers.

By day's end, the troops had slaughtered at least 150 Indians, mainly women, children and the elderly. Ten Colorado Volunteers died and 38 others were wounded.

Although Chivington's men returned to a heroes' welcome in Denver, people soon recognized the Sand Creek Massacre for what it was – a national disgrace. Two congressional committees and a military commission subsequently investigated the event and condemned it. Chivington lost his command, and territorial Governor John



Black Kettle, a Southern Cheyenne chief, repeatedly attempted to secure peace for his people despite many broken promises by the U.S. government.



John Evans, governor of Colorado Territory at the time of the Sand Creek Massacre.

TOP IMAGE, COURTESY COLORADO HISTORICAL SOCIETY (10025403 F4011) ALL RIGHTS RESERVED. BOTTOM IMAGE, COURTESY COLORADO HISTORICAL SOCIETY (10025591 F3001) ALL RIGHTS RESERVED



A large concentration of 1864 artifacts was discovered about a mile northwest of the location traditionally believed to be the village site. Among the items excavated were hide scrapers, bullet and cannon fragments, ornaments, iron arrowheads and a chain to an Army canteen whose cork stopper had long since disintegrated.

IMAGES PROVIDED BY DOUG SCOTT

BATTLEFIELD DETECTIVE

Evans was forced to resign. The massacre proved tragically counterproductive as it loosed pent up anger among the Cheyenne and Arapaho, which erupted into war on the central plains that lasted for several years.

Despite the attention the slaughter received, the actual location of the bloody events was lost over time. However, thanks to the efforts of modern-day battlefield detectives using the tools and procedures of forensic archaeology, the Sand Creek site has at last been found. The series of steps these sleuths used to solve this 140-year-old mystery closely resemble those employed by police department crime scene investigators.

SECURE THE "CRIME SCENE"

Sand Creek remains an important and sacred site to the Cheyenne and Arapaho peoples. It embodies the disenfranchisement and loss of life they suffered due to U.S. government policy toward them in the 19th century. Therefore, ascertaining the actual spot where the massacre occurred is not only of interest to historians; it holds cultural and emotional significance for the descendants of the Indian victims who died there.

Although the location was lost to memory until recently, Cheyenne and Arapaho oral traditions have consistently identified a specific bend on Sand Creek as the site of the village. (See aerial photograph, page 73.) Privately owned by several different landowners, however, the area was not always accessible for tribal members to visit and memorialize, as they desired – a source of frustration and ill feeling that festered for decades. Securing the scene of the massacre, therefore, became a top priority.

Through a series of administrative steps and legal actions, the Northern and Southern Cheyenne Tribes and the Northern and Southern Arapaho Tribes petitioned to have the site acquired by the U.S. National Park Service as a National Historic Site (NHS). Senator Ben Nighthorse Campbell (R-Colo.) supported their efforts by introducing Senate Bill 1695, which passed the Senate on July 21, 1998. The bill passed the House of Representatives on September 18, and then on October 6, President Bill Clinton signed it as Public Law 105-243.

Known as the "Sand Creek Massacre National Historic Site Study Act of 1998," the legislation directed the National Park Service – in consultation with the State of Colorado, the Cheyenne and Arapaho Tribes of

Oklahoma, the Northern Cheyenne Tribe, and the Northern Arapaho Tribe – to "identify the location and extent of the massacre area and the suitability and feasibility of designating the site as a unit of the National Park Service system."

On November 7, 2000, Sand Creek was designated as a National Historic Site. Yet, before the "crime scene" was officially secured through this NHS designation, battlefield detectives took the critical step of gathering essential clues to pinpoint the site. This effort, which took place throughout 1998 and 1999, was conducted by a multidisciplinary investigating team that included Cheyenne and Arapaho consultants, historians, aerial photography specialists, soil scientists, remote sensing specialists, and archaeologists.

COLLECT THE EVIDENCE

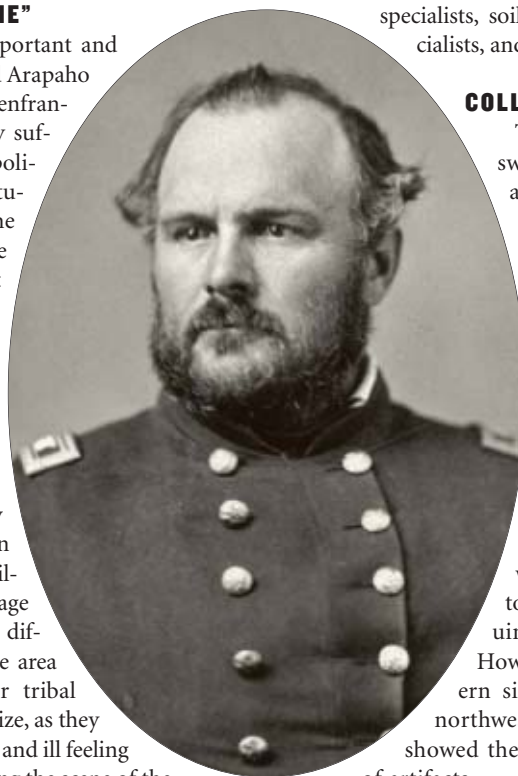
The primary question to be answered by the clues was whether any physical evidence of the village attacked by Chivington existed in the study area. An archaeological project undertaken in May 1999 as part of the overall study provided battlefield detectives with the means to answer that question.

Investigators discovered numerous 1864-period artifacts scattered along the Sand Creek drainage, beginning at what was traditionally believed to be the village site and continuing northerly for several miles. However, one location on the eastern side of the creek, about a mile northwest of the traditional village site, showed the only significant concentration of artifacts.

The Sand Creek South Bend (the traditional site) yielded only about a dozen pertinent artifacts. They indicated that some activity occurred in the bend around 1864, but they did not constitute evidence of the campsite.

The more northerly areas of Sand Creek yielded only a few bullets fired from Civil War-era small arms and spherical shell and case shot (artillery projectile) fragments. These combat-related materials were found along both sides of the creek and were widely scattered, but there was no accompanying evidence of camp debris. However, the scattered artifacts did indicate that this location played some role in the 1864 action.

The largest concentration of 1864-period artifacts (about 400 items) was discovered on an elevated terrace to the eastern side of Sand Creek, about a mile northwest of



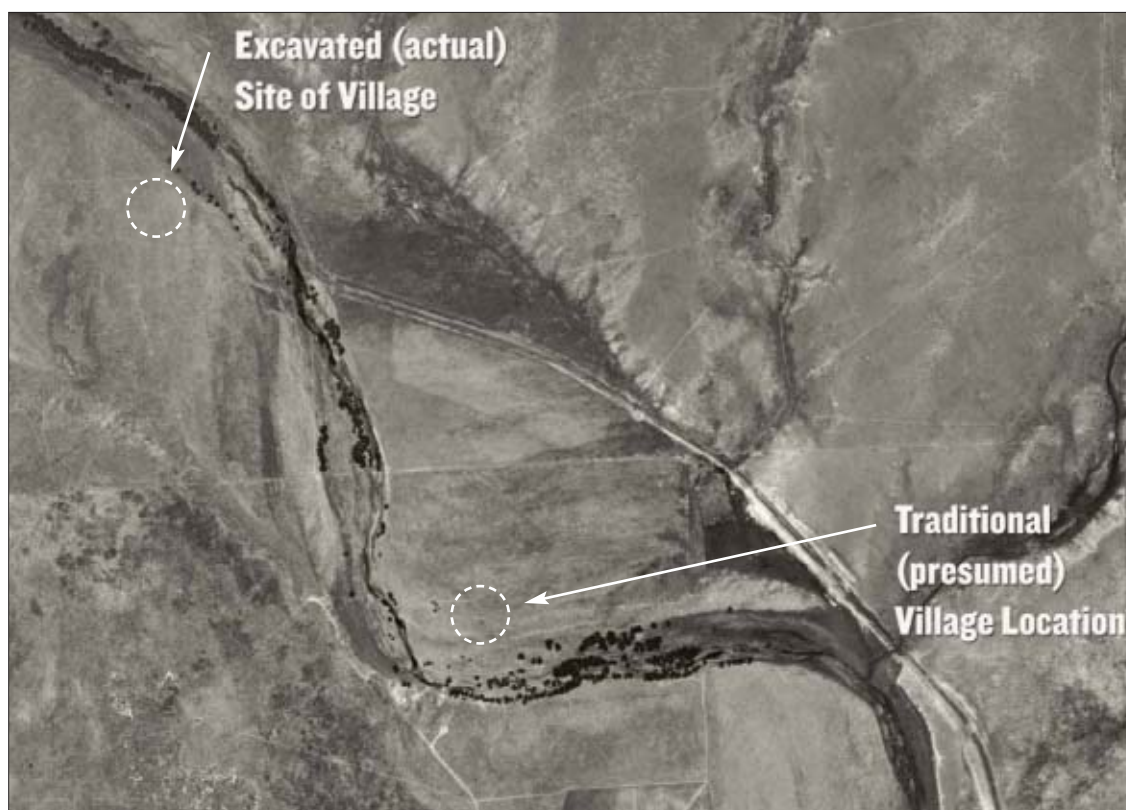
Despite Col. John M. Chivington's reputation as a Civil War hero (he was also a minister in the Methodist Church), he had already been accused of murdering and mistreating Confederate prisoners in his charge prior to the Sand Creek attack in 1864.

IMAGE COURTESY COLORADO HISTORICAL SOCIETY (10025590 F-22) ALL RIGHTS RESERVED

Chivington's volunteer troops launched a surprise attack as part of the Army's larger campaign to find hostile Indians and drive them from eastern Colorado.

Sand Creek Massacre Site – Found!
Archaeological excavations reveal that the actual site of the Cheyenne village attacked by the Colorado Volunteers lies about a mile northwest of the location where for over 100 years it was presumed to have been.

IMAGE PROVIDED BY DOUG SCOTT



the traditional site. Approximately 450 meters long, the area stretched southeasterly to northwesterly and was around 160 meters wide. Here, sleuths uncovered bullets and cannonball fragments as well as typical campsite items: tin cups; tin cans; horseshoes and horseshoe nails; plates, bowls, knives, forks and spoons; barrel hoops; a coffee grinder and coffee pot; and iron arrowheads.

This concentration of artifacts included items that archaeologists usually consider unique to 19th-century Native American sites. In addition to the arrowheads, some of which were in an unfinished state, researchers found a variety of iron objects modified for Indian use, including knives and iron wire altered to awls; fleshers or hide scrapers; strap iron altered with filed serrations for use as hide preparation devices; and several iron objects that had been filed to serve some unidentified cutting or scraping purpose. In all, this particular scene yielded plenty of clues for battlefield sleuths to look at more closely.

ANALYZE THE CLUES

The presence of this Native American campsite with artifacts dating to about 1864 begged the question: Was this the Cheyenne and Arapaho village occupied by Black Kettle on November 29, 1864? Since no item was found with the name glyph of a known resident of the camp scratched on it, other lines of evidence had to be used to make the identification.

The Cheyenne and Arapaho were parties to several treaties with the U.S. government, which obligated the government to supply the tribes with a variety of goods. These annuity payments were made to the tribes beginning in the 1850s and continuing until well after 1864. Fortunately, a wealth of annuity requests, annuity lists, and other correspondence still existed, providing a promising set of comparative data. Battlefield detectives headed to libraries and archives to research the historical documents, which were found to demonstrate that most of the discovered artifacts were indeed of the same types as those issued to the Cheyenne and Arapaho.

Ideally, there should have existed a list of all Indian goods captured and destroyed by the Colorado Volunteer Cavalry at Sand Creek. However, the men were newly recruited, undisciplined volunteers – unlike the more disciplined and better led Regular Army Soldiers. As they clearly demonstrated, the Colorado Volunteers were little more than armed civilians bent on murder. Given their laxity of all military protocol, it is not surprising that no such list ever surfaced during the documentary research.

Battlefield detectives, however, consulted a comparable source – lists of captured and destroyed goods from three other Cheyenne camps dating to within five years of the Sand Creek event. Two of those sites had been studied, and the lists and archaeological data showed a remarkable degree of correspondence.

BATTLEFIELD DETECTIVE

Comparisons of the lists of annuities and captured/destroyed goods, as well as archaeological evidence from the other contemporary Cheyenne sites, demonstrated that the concentration of artifacts found at Sand Creek was completely consistent with a Native American camp of the 1860s era.

While following the document trail, researchers uncovered yet another key clue indicating that the artifact concentration site was the historical location of the village. An original 1868 map of the Sand Creek Massacre area, drawn by Lieutenant Samuel Bonsall, plainly showed that the village was positioned north of the area considered the traditional site.

In addition, battlefield detectives discovered other lines of evidence that supported the assertion that the new site was indeed the location of the village attacked and destroyed by Chivington's Volunteers. First, they found bullets for various calibers and types of firearms used during the American Civil War. These munitions, easily dated and identified, conformed to lists of ordnance issued to the 1st and 3d Colorado Volunteer Cavalry units during late 1864. Furthermore, limited archaeological investigation of one of the Colorado Volunteer unit campsites in Russellville, Colorado, showed a high degree of concordance with the Sand Creek munitions evidence.

Yet the cannonball fragments were perhaps the single most important artifact type that definitively identified this village as Chivington's "victim." Detectives knew that the Colorado Volunteers employed from two to four 12-pounder mountain howitzers during their attack. The on-site presence of these cannonball fragments constituted nearly unequivocal evidence that this was indeed the actual location of the Sand Creek Massacre.

The firearms artifact *distribution* also added proof to the claim. Researchers discovered two concentrations of firearms artifacts and several widely dispersed bullets. The first concentration, within the village itself, consisted of both fired and unfired bullets. Almost all calibers associated with the Colorado Volunteer units were present. In addition, archaeologists discovered a 12-pounder howitzer case shot fragment inside the village, which offered mute testimony that the camp was in fact shelled by the Volunteers' artillery.

The second concentration of firearms artifacts was about 1,000 feet long and located approximately 1,000 feet west of the village site. Battlefield detectives unearthed several Civil War-era bullets and three 12-pounder case shot fragments. These rounds most likely overshot their intended targets or were ricochets from projectiles fired at the camp. The artifact distribution sug-



Archaeologists discover a Starr bullet fired by a Colorado Volunteer in 1864.



A fragment from a 12-pounder spherical artillery shell fired into the Sand Creek camp.

gested that the firing occurred along nearly the entire length of the camp – a strong indicator that the village was subjected to a deliberate attack and not simply the victim of random shooting.

The other widely dispersed firearms artifacts were found to the east and to the north of the camp, ranging from several meters to well over 2.5 miles away. Bits of village items – like the coffee grinder – were uncovered among the bullets found closest to the camp, perhaps reflecting a villager's attempt to salvage a treasured item while fleeing the attack. The distribution of these fired bullets and cannonball fragments clearly illustrated the path the villagers took when trying to escape the deadly pursuit by Colorado troops.

The firearms data was particularly striking in one respect – there was no evidence suggesting resistance by the

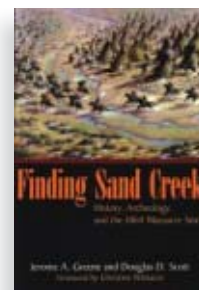
camp's occupants. Bullets representing weapon types reasonably associated with the Cheyenne and Arapaho were singularly absent from the campsite's artifact collection, which supported the Native American oral tradition that the attack came as a complete surprise. Other evidence of armed Indian resistance, while not great,

TEAMWORK Multidisciplinary Approach is Key to Battlefield Sleuthing

Jerome A. Greene and Douglas D. Scott's highly recommended account of the efforts to locate the missing battlefield, *Finding Sand Creek: History, Archaeology and the 1864 Massacre Site*, is a textbook example of how such an endeavor is the result of coordinated teamwork. Greene, the principal historian on the project, and Scott, its leading archaeologist, stress that this was truly a multidisciplinary effort involving the work of, among others, historians, ethnographers, geomorphologists, remote imagery experts and archaeologists.

The authors emphasize that the effort was also multicultural, as the team included representatives from Cheyenne and Arapaho tribal councils. The oral histories and traditional tribal knowledge collected from the descendants of the Sand Creek massacre victims formed an important part of the evidence examined by the team.

In particular, the many hours that Greene spent in libraries and archives is a prime example of how battlefield detectives must rely on the work of the entire team – not just those doing the highly visible field site digging.



UNIVERSITY OF OKLAHOMA PRESS

The firearms data was particularly striking in one respect – there was no evidence suggesting resistance by the camp’s occupants.

A Sand Creek archaeological team, including members of Arapaho and Cheyenne tribes, awaits the excavation of a metal-detected target at the village site.

was more compelling in the firearms artifacts found along the flight for survival route.

The final bit of evidence that identified this particular site as Black Kettle’s village was the condition of the camp artifacts. Every spoon, fork, tin cup, plate, bowl and container was broken, crushed and flattened. Even the tin cans were crushed. The cast iron pieces – kettles, pots and a skillet – were all broken. This pattern indicated the deliberate destruction of the camp equipment, presumably to render it unserviceable to its Indian owners.

RECONSTRUCT THE CRIME

Through a multidisciplinary approach that included historical research, tribal oral histories and traditional methods, and archaeological investigations, the National Park Service Sand Creek Massacre Site Location Study resulted in the definitive identification of the massacre site. Moreover, for the first time, battlefield detectives possessed conclusive physical evidence that permitted reconstruction of the “crime.” Indian oral histories had long claimed that the event was a surprise attack and massacre, and now battlefield detectives had the physical proof – over 400 massacre-related artifacts – to support those assertions.

In addition, the study provided the most comprehensive research to date regarding the massacre’s location, including original maps, diaries, congressional testimony, newspaper articles, interviews and aerial photographic analysis. As a bonus, the project also produced the first systematic recording of numerous Cheyenne and Arapaho oral histories about the massacre.

As is the case when investigating any event many years after the fact, our knowledge and understanding of the Sand Creek Massacre remains somewhat limited. Nonetheless, based on a thorough scientific study of the artifacts and documents gathered, the National Park Service believes that a preponderance of the evidence proves that the Indian village attacked by Chivington’s Volunteers on November 29, 1864, has been definitively identified.

The Northern Arapaho Tribe concurs with the National Park Service on the location of the village and sandpits. However, despite the overwhelming scientific evidence, the other tribes disagree. Basing their conflicting opinion primarily on Cheyenne oral histories and traditional tribal methods, the dissenting tribes also offer as evidence two diagrams drawn shortly after the event by the well-known frontiersman George Bent. A mixed-blood Cheyenne survivor of the massacre, Bent’s diagrams showed the village located within the crux of a 90-degree bend of Sand Creek, an area the tribes believe matches the configuration of the South Bend traditional camp location. Since their highest spiritual leader, the Cheyenne Arrow Keeper, blessed the South Bend as “Cheyenne earth” in 1978, thereby designating it as the Sand Creek Massacre site, the tribes consider the matter



IMAGE PROVIDED BY DOUG SCOTT

settled. Thus, the Cheyenne reject the study’s conclusive identification of the village location because the archaeological data do not fit neatly with oral tradition.

THE JURY’S VERDICT

How, then, should the “jury” find in this Case of the Lost Battlefield? Have battlefield detectives proved their case for locating the actual site of the Sand Creek Massacre with the use of modern forensic tools and procedures? Or should traditional Cheyenne methods and numerous oral histories of the descendants of the massacre victims trump forensic science?

To those trained in scientific methods of analysis, the answer seems simple. Yet forensic science cannot account for the deep-seated cultural values and meanings placed on the traditional site by Native American religious and cultural practitioners.

The lesson to be drawn is that not all people share the viewpoint of the infallibility of the deductive method. Therefore, the National Park Service’s plans for public interpretation of the site include the presentation of the various points of view regarding specific site location. However, it will emphasize that all parties share a sense that the Sand Creek Massacre site – whichever is the true historical location – is nonetheless preserved and appropriately memorialized within the overall National Historic Site boundaries.

ACG leaves the question to the members of the “jury” – our readers – to weigh the evidence and reach their own verdict. ★

Douglas D. Scott, PhD, is a widely recognized authority on military archaeology. His books include “They Died With Custer: Soldiers’ Bones From the Battle of the Little Bighorn.” Scott is also a member of the ARMCHAIR GENERAL Advisory Board.

HISTORY IN DEPTH

BLOODY IWO

The battle history of the U.S. Marine Corps' most costly victory.

BY RICHARD B. FRANK

“Whether the dead were Japs or Americans, they had died with the greatest possible violence. Nowhere in the Pacific War had I seen such badly mangled bodies. Many were cut squarely in half. Legs and arms lay 50 feet

away from any body. In one spot on the sand, far from the nearest cluster of dead, I saw a string of guts 15 feet long. Only legs were easy to identify: They were Japanese if wrapped in khaki puttees; American if covered by canvas leggings. The smell of burning flesh was heavy. ...”
— Robert Sherrod, war correspondent veteran of the Aleutians, Tarawa and Saipan, reporting from Iwo Jima. “Life” magazine, March 5, 1945



Marine Landing Vehicle Tractors (LVTs) head for the shores of Iwo Jima as naval vessels provide fire support for the assault.

NATIONAL ARCHIVES



An observer spots a Japanese machine-gun nest and calls in for artillery to wipe out the position.

DEPARTMENT OF DEFENSE



Marine walking-wounded and Navy corpsmen help their injured comrades to an aid station on the beach.

DEPARTMENT OF DEFENSE



NATIONAL ARCHIVES



Waves of Marine landing craft head toward Iwo Jima's beach.

NATIONAL ARCHIVES



LEFT: Senior American naval leaders meet to discuss future Pacific operations in 1943. Pictured left to right are Admiral Chester W. Nimitz, Commander in Chief, Pacific Fleet and Pacific Ocean Areas; Admiral Ernest J. King, Commander in Chief, United States Fleet and Chief of Naval Operations; and Admiral William F. Halsey, Commander South Pacific Force and South Pacific Area.

Iwo Jima, aptly named "Sulphur Island," lay midway between Saipan – the main U.S. base in the Marianas – and Japan.

Associated Press photographer Joe Rosenthal's famous photo of the flag raising became an American icon as the most recognizable image of World War II. Realizing the photograph's power to inspire the home front, the U.S. government commissioned a full-color artist's version that became the centerpiece poster for the 1945 "7th War Bonds drive" in which it helped sell millions of bonds.

RIGHT SEQUENCE: Five Marines and one Navy corpsman raise the second flag on Mt. Suribachi. The front four men are (left to right) Ira Hayes, Franklin Sousley, John Bradley and Harlon Block. The two in back are Michael Strank (behind Sousley) and Rene Gagnon (behind Bradley). Strank, Block and Sousley died on the island shortly afterward. To see the combat cameraman's film footage of the flag raising, visit www.military.com/NewContent/0,13190,Iwo_Jima_Video,00.html.



IMAGES COURTESY MARINE CORPS UNIVERSITY ARCHIVES



JOE ROSENTHAL, ASSOCIATED PRESS

The Iwo Jima plan suffered from a series of gross intelligence errors.

THE STRATEGIC “DARK HORSE”

Usually, Ernie King got what he wanted. For most of World War II, Admiral Ernest J. King, the irascible Chief of Naval Operations and Commander in Chief, U.S. Fleet, advocated a trans-Pacific campaign terminating along the China coast with Formosa (Taiwan) as the penultimate stepping stone on the road to Japan. King believed that Chinese armies harnessed to American air and sea power

would force Japan's surrender. But in September 1944, King's man on the scene, Admiral Chester Nimitz, Commander in Chief, Pacific Ocean Areas, demonstrated that logistical constraints – principally, the want of American service troops – ruled out Formosa. This fact, plus a loss of confidence that the Chinese could deliver the promised air bases in eastern China, opened the door to Nimitz's alternative scheme, the seizure of

Iwo Jima and then Okinawa.

Navy planners saw two reasons that Iwo Jima in the Bonin chain appeared the most valuable of the islands spilling south from the mouth of Tokyo Bay toward the American-held Marianas. First, Iwo Jima (aptly named “Sulphur Island”) lay midway between Saipan (the main U.S. base in the Marianas) and Japan – 625 miles north of the former and 660 miles south of the latter. Second, Iwo featured enough level ground to support multiple large airfields. If the island were in American hands, the Japanese would be denied use of the airfields for pesky interceptors and the facilities would instead serve as a launching pad for U.S. escort fighters (and later, as a refuge for B-29s). The Joint Staff eventually approved the invasion of Iwo Jima after months of wrangling and interservice bickering, and on October 7, 1944, Nimitz issued the command directive for Operation Detachment. (See *Command Decisions* “Was the Corps’ Bloodiest Battle Justified?,” page 32.)

BEST LAID PLANS

Aligned along a southwest-northeast axis, the pork chop-shaped island of Iwo Jima stretches some 4.5 miles long and between 800 yards and 2.5 miles across.

(See Iwo Jima map.) Mount Suribachi, a 546-foot-high extinct volcano looms above its southern tip. The rocky and irregular northern half of Iwo comprises a plateau situated about 300 feet above sea level, gashed by deep canyons and gorges. The shank of the pork chop extending northeast from Mount Suribachi forms a much lower

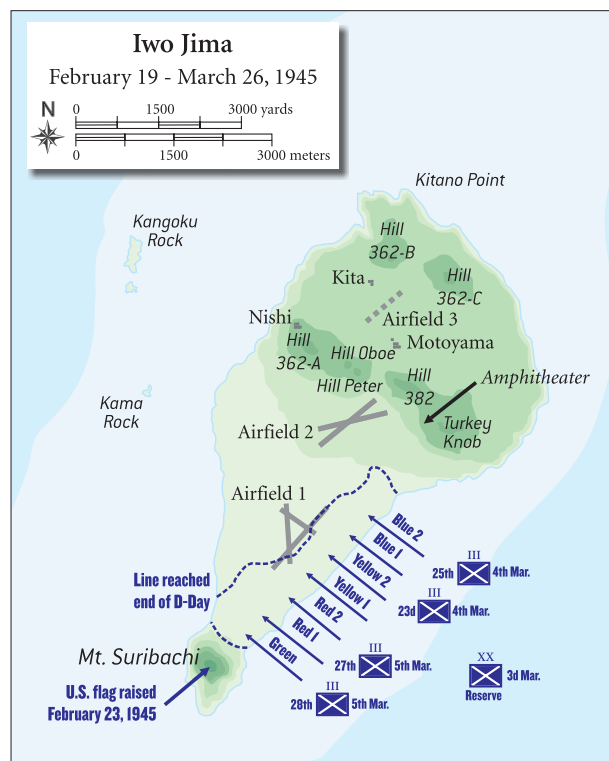
The Flag Raisers' Story

The best-selling book *Flags of Our Fathers* by James Bradley with Ron Powers is, on one level, a truly poignant story of the lives and fates of the five Marines and one Navy corpsman (Bradley's father) who famously raised the flag atop Mount Suribachi on the fourth day of the battle for Iwo Jima. Of the three flag raisers who survived the bloody fighting on Iwo (three were killed before the battle ended), only one – John Bradley – seems to have lived what can be considered a “normal” life. The other two survivors, Ira Hayes and Rene Gagnon, were both troubled men who died young. Hayes, in particular, met a tragic and pathetic end, succumbing to alcoholism and exposure on his Pima Indian reservation in 1955 at the age of only 32. Gagnon, too, died before his time, never receiving what he considered sufficient reward for his role in the Pacific War's most iconic event.

On another level, however, Bradley's book is the story of *all* the Marines who fought, bled and – too often – died on that barren speck of rock and volcanic sand in February and March of 1945. (To read the firsthand account of one of these Marines, see *Witness to War*, “Hell on Iwo!” on page 96.) Bradley's narrative vividly captures the true horror of the combat experienced by these brave men. Surely, anyone who reads this book will agree with Admiral Chester Nimitz's famous quote that on Iwo Jima “uncommon valor was a common virtue.”



An aerial view of Iwo Jima taken prior to the American invasion. Mt. Suribachi is located in the lower right corner of the photograph.



Kuribayashi devised a scheme to defend not the landing beaches, but the island's rugged northern plateau.

from Mount Suribachi forms a much lower plateau that in 1945 featured two airfields, one complete and one under construction. Marines added a third airfield after they captured the island.

Admiral Raymond Spruance, Fifth U.S. Fleet commander, oversaw Operation Detachment. Answering to Spruance were Task Force 58, the Fast Carrier Force under Vice Admiral Marc A. Mitscher, and Task Force 50, the Joint Expeditionary Force under Vice Admiral Richmond K. Turner. Turner's command consisted of the amphibious vessels of Rear Admiral Harry Hill's Task Force 51 (Attack Force) and the primarily fire support ships of Rear Admiral William H. P. Blandy's Task Force 52 (Amphibious Support Force).

The V Amphibious Corps (VAC) under Major General Harry K. Schmidt supplied the 70,647-man landing force. It comprised the 3d Marine Division (Major General Graves B. Erskine), 4th Marine Division (Major General Clifton B. Cates), and 5th Marine Division (Major General Keller B. Rockey). Schmidt's plan called for landing the 4th and 5th Marine Divisions on D-Day while keeping the 3d Marine Division on standby as a floating reserve.

Unfortunately, the Iwo Jima plan suffered from a series of gross intelligence errors. Japanese documents captured in the Marianas led Nimitz and Turner to calculate that about 13,000 to 14,000 Japanese defended the island. However, the actual number fell between 21,000 and 23,000. Of these, about 7,000 were naval troops under Rear Admiral Toshinosuke Ichimaru. Because American analysts linked their estimate of enemy weapons to tabular authorization of Japanese units, they vastly underestimated the defenders' firepower.

Further mistakes exacerbated the miscalculation. Since early aerial photographic coverage focused on the airfield sites, photo

interpreters failed to detect the formidable defenses the Japanese were feverishly constructing elsewhere on the island. Late in the planning process, superb low-level photographs became available. However, just before these arrived, the Joint Intelligence Center, Pacific Ocean Areas, lost all of its highly skilled photo interpreters due to an abysmally timed routine bureaucratic shuffle. The intelligence failure produced another critical error: Analysts assured American commanders that the Japanese intended to defeat the landing on the invasion beaches, not conduct a protracted de-

manded a minimum of four days of "deliberate firing" to assure destruction of Japanese defenses. Turner submitted the four-day fire plan to Spruance and recommended its approval. Spruance, however, denied the request, pointing out that the entire operation revolved around three days of preliminary carrier strikes on Tokyo. Spruance believed that anything beyond three days afforded the Japanese unacceptable reaction time. He regarded the pre-landing aerial attack program as more than equal to one additional day of naval bombardment. Moreover, he cited concerns about ammunition replenishment.

After the war, in his controversial memoirs, *Coral and Brass*, Smith launched a particularly venomous attack on the Navy at Iwo Jima, charging that reducing the bombardment from 10 days to three days needlessly forfeited the lives of many Marines.

In hindsight, it appears that even had Smith obtained his original demand, the intelligence failure — target identification and selection — guaranteed that there would not have been a large reduction in Marine casualties. Enhanced bombardment might have completely

pulverized beach defenses, but it would have left largely untouched the much more formidable defenses on the northern part of the island, which by far exacted the greatest number of American casualties.

WAITING TO DIE

The self-evident importance of Iwo Jima prompted Imperial Headquarters to assign Lieutenant General Tadamichi Kuribayashi to command the garrison, composed primarily of the 109th Division and the 2d Mixed Brigade. Kuribayashi proved to be one of the few senior Imperial Army officers of real distinction to face American forces. He devised a scheme to defend not the landing beaches, but the island's rugged northern plateau. Realizing that he could not hope to defeat the Amer-



February 19, 1945. Members of the 5th Marine Division inch their way up a slope on Red Beach 1 toward Mt. Suribachi as the smoke of battle drifts about them.

fense across the entire island.

SOFTENING UP

On December 8, 1944, Seventh U.S. Air Force B-24 bombers commenced a continuous 74-day schedule of aerial attacks on Iwo Jima. Strikes by carrier planes and B-29s brought the total amount of aerial munitions dumped on the island before the landing to over 6,000 tons. Further, surface ships bombarded for seven days.

In October 1944, Marine General Holland M. Smith's request for a minimum 10-day preliminary bombardment by 16 battleships and cruisers was countered by Admiral Turner's proposal for an abbreviated bombardment period that employed a much greater quantity of fire. Smith deemed the proposed quantity of fire adequate, but de-

DEPARTMENT OF DEFENSE

In short, Kuribayashi ordered his men to die in place – and most would fulfill that command.

lives of his doomed men at the highest price (he charged each of his soldiers with killing seven Marines before dying). He positioned two main belts of defenses in the northern part of the island, with a secondary defense line in the northernmost one-sixth of the island.

Kuribayashi brilliantly exploited the natural advantages of Iwo's terrain to erect perhaps the greatest single island-fortress of World War II. The black volcanic ash made superior concrete when mixed with cement, allowing the Japanese to integrate thousands of pillboxes and bunkers with the island's natural caves to form an interlocking web of firing positions – many of which were linked by 11 miles of tunnels. The underground complex included command posts, hospitals, and living quarters for the garrison. In many instances, Marines would blow up an emplacement in one area and see smoke rise from interconnected positions hundreds of yards away.

The Japanese defenders also laid thousands of mines and dug numerous ditches to foil tank approaches. Moreover, their mastery of camouflage assured that the majority of the positions remained undetectable. Finally, Kuribayashi prohibited any firing that might give away positions before the landing and, most importantly, forbade any hopelessly wasteful massed "banzai" charges during the struggle. In short, he ordered his men to die in place – and most would fulfill that command.

D-DAY

The pre-landing bombardment that began on D minus three days exceeded that of any prior operation, and it disoriented the defenders. On D minus two days, as a dozen Landing Craft Infantry (LCI) gunboats approached the island in support of underwater demolition teams' beach reconnaissance, some Japanese gunners mistook the LCIs as the herald of the main landing and opened



A Marine lieutenant briefs his men on their objectives prior to landing on Iwo Jima.

fire, sinking one gunboat and damaging the others. This prompted a heavy concentration of return fire from the Americans, which Kuribayashi admitted destroyed the bulk of his beach defenses that Tokyo had forced him to erect in violation of his master plan.

Nearly perfect weather marked D-Day, February 19. Observing the island from the invasion fleet, writer J. P. Marquand remarked that Iwo Jima resembled the "minute, fussy compactness of those miniature Japanese gardens." The immediate pre-landing bombardment by seven battleships, four heavy and three light cruisers, and 10 destroyers ranked as the heaviest of the war. Stretching 3,500 yards along Iwo's eastern beaches from the base of Mount Suribachi northeastward, the assault area was subdivided into seven 500-yard-wide color-coded increments. (See Iwo Jima map, page 78.) The 5th Marine Division landed on beaches Green and Red, with one regimental combat team assigned to isolate Mount Suribachi while the other was to cut across the island and then pivot to face north. The 4th Marine Division landed on beaches Yellow and Blue with the mission to drive inland toward Airfield Number 1.

A wave of 68 Landing Vehicle Tracked (Amphibian) tractors [LVT(A)s] led the Marine assault, followed by waves of the remaining 482 LVT(A)s. For the first half hour

after the Marines stepped onto the beach, Japanese reaction was almost nonexistent and the atmosphere was deceptively calm. Then suddenly, all hell broke loose. Hidden machine guns, mortars and artillery raked the thickly clustered Americans as they struggled up terraces of soft volcanic ash. One Marine compared moving in Iwo's sand to "trying to fight in a bin of loose wheat."

Among the first fatalities was the legendary Sergeant John Basilone, an early-war hero awarded the Medal of Honor for his exploits on Guadalcanal. Basilone

had turned down a chance to stay in the U.S. to make morale-building public appearances, saying instead that he wanted "to be with my boys." He would be far from the last Marine to die on Iwo.

By the end of D-Day, the Marine lodgment was far smaller than planned. In it crowded 30,000 men in six infantry regiments and six artillery battalions. For such insignificant gains that first day, the Marines suffered horrific losses. Of the 2,341 casualties, 566 were killed or missing and 1,775 were wounded. Combat fatigue incapacitated another 99 men. Although the total for D-Day on Iwo was appalling, it proved to be less than one-tenth of the ultimate cost of seizing the island.

RAISING THE FLAG

Over the next three days, at a painful price, Colonel Harry B. Liversledge's 28th Marines tightened their encirclement of Mount Suribachi and its approximately 1,600 Japanese defenders while other Marines surged over Airfield Number 1.

Kuribayashi obtained only token support from Tokyo – a submarine detachment and a paltry number of kamikazes, almost all of which arrived in the first few days. On the night of February 21, the famous U.S. carrier *Saratoga* survived crashes by six kamikazes that killed 123 crewmen. The es-

DEPARTMENT OF DEFENSE

One Marine compared moving in Iwo's sand to "trying to fight in a bin of loose wheat."

cort carrier *Bismarck Sea* was not so lucky. A single kamikaze sent it to the bottom of the Pacific with 218 men. On the Japanese side, the Imperial Navy lost half of its six submarines dispatched to attack American shipping around Iwo.

For the United States, the iconic event on Iwo Jima was "the" flag raising on Mount Suribachi. (See sidebar, "The Flag Raisers' Story," page 78.) During the morning of D plus four days (February 23), Lieutenant Colonel Chandler Johnson of the 2d Battalion, 28th Marines dispatched a 40-man combat patrol. Drawn mainly from 3d Platoon, Company E and led by the company's executive officer, First Lieutenant Harold G. Schrier, the men carried with them a 54-by-28-inch flag that Johnson had brought along just for this purpose. At 10:20 a.m., after a hard but uneventful climb, Schrier's men raised the diminutive Stars and Stripes.

Meanwhile, a flag approximately double that size was procured from LST-779. Johnson sent a party of men to Mount Suribachi's crest with the larger flag, and they lofted it about three hours later. Joe Rosenthal of the Associated Press snapped a photograph of this second flag raising by five Marines and a Navy corpsman. The stark image appeared to depict perfectly the qualities of sacrifice, courage and teamwork with which later Americans would associate the entire "Greatest Generation." Though the second flag was an administrative replacement for the original, the photo's symbolism is nonetheless timeless and rings true. During both flag raisings, the great majority of the Japanese garrison on Suribachi was already dead.

THE MEAT GRINDER

By the end of D plus five days (February 24), the Japanese had inflicted 7,758 Marine casualties. Combat effectiveness of the 4th Marine Division sank to about 60 percent, and that of the 5th Marine Division was not much better. Schmidt was

forced to land his reserves, the 3d Marine Division.

The difficult terrain and Kuribayashi's fanatical defenders constricted Schmidt's tactical choices to just two: the impossible and the terrible.

Hills 362-A and 362-B dominated the 5th Marine Division sector. The area's cliffs and ravines – some of which could only be surmounted at the crawl – ruled it out as a main assault avenue. However, the 4th Marine Division sector was even worse. In the words of official Marine historians, it butted immediately against "the most extensive and powerful defenses on the island." The sector's key terrain feature, Hill 382, located just northeast of Airfield Number 2, was bolstered by several Japanese artillery pieces, some of which were protected by as many as 10 enemy machine guns. About 600 yards southeast of Hill 382 was an unsightly elevation dubbed "Turkey Knob." Its unimpressive height shielded a large enemy communications center constructed of reinforced concrete. The top of the rise afforded an unobstructed view of the entire southern portion of the island. To the south of Hill 382 and Turkey Knob, the high ground fell away to a seemingly innocuous gentle depression that became infamous as the "Amphitheater." Major General Sadasue Senda's 2d Mixed Brigade defended this sector with five

infantry, one engineer and one artillery battalion. With good reason, this trio of features – Hill 382, Turkey Knob and the Amphitheater – gained the ominous sobriquet "the Meat Grinder."

This left only Iwo Jima's center as a practical choice for the main Marine effort. Kuribayashi had anticipated this and erected formidable defenses there in which he deployed his best units. Schmidt committed the 3d Marine Division to the island's center. In a controversial decision, Admiral Turner denied General Erskine the use of one of his rifle units, the 3d Marine Regiment. Although Turner claimed that he based his decision on the lack of maneuver room in the 3d Marine Division sector, his real reason probably was to preserve at least one intact, battle-hardened Marine regiment for the upcoming invasion of Japan.

The campaign thereafter became a heartrending daily trial, often a story of minimal or no gains but at an appalling price. One yardstick of the cost was that of the 24 committed Marine rifle battalions, the Japanese killed five of the commanders and wounded 11 of them, constituting a loss rate of 66 percent – the worst the Marines suffered in the entire Pacific War. But the Japanese were also dying. On D plus 14 days (March 5), Kuribayashi reported that he had lost most of his artillery and tanks and 65 percent of his officers. He estimated that he retained only 3,500 combat-effective troops.

Marine logistical support proved as challenging as combat. A combination of deep volcanic ash, powerful surf, and concentrated Japanese fire had collapsed the original logistics arrangements. The wreckage of vast numbers of landing craft and combat vehicles blocked the beaches. For several days, amphibious vehicles portered supplies directly to the front lines. Two port companies and three amphibious truck companies – each an African-American U.S. Army unit – made signal contributions in this crisis. Although the situation eventually improved, logistical supply consistently remained a challenge.

HELL ON EARTH

Marine veterans of the Iwo Jima combat commonly de-



Marines of the 2d Battalion, 27th Marine Regiment land on Iwo Jima and begin advancing off the beach.

Military rank insignias and badges adorn a post on top of Mt. Suribachi. The items were left there by service members visiting the island in honor of the warriors who lost their lives during the Battle of Iwo Jima.



BETTMANN/CORBIS

LANCE CPL. C. LINDSAY

Claims that the famous flag-raising photo was staged purely for the camera are largely the result of confusion arising from this picture, which Rosenthal took subsequent to snapping his flag-raising shot. When asked by reporters shortly after the battle if "the photograph" was posed, Rosenthal — who had not yet even seen the developed image of his famous flag-raising photo — mistakenly assumed they were asking about this obviously posed one. He therefore answered "yes," sowing confusion that he long regretted.

DEPARTMENT OF DEFENSE



The scene on the invasion beaches a few days after the Iwo Jima landing was one of devastation. In the background, smoke and debris from the battle surround Mt. Suribachi.

NATIONAL ARCHIVES



A heavy machine-gun crew supports the advance on one of Iwo Jima's airfields. Daily progress was measured in yards as Marines fought bitterly for every inch of ground they gained.





By the end of D-Day, the Marine lodgment was far smaller than planned. In it crowded 30,000 men in six infantry regiments and six artillery battalions.

Opposing Forces – Operation Detachment

1] U.S. AMPHIBIOUS FORCE

262 major ships and craft:

43 Attack Transports (APAs)

16 Attack Cargo Ships (AKAs)

3 Landing Ship Docks (LSDs)

63 Landing Ship Tanks (LSTs)

58 Landing Craft Infantry (LCIs)

30 Landing Ship Medium (LSMs)

31 Landing Craft Tank (LCTs)

18 Landing Craft Support (LCSs, converted LCI hulls)

2] U.S. FIRE AND CARRIER AIR SUPPORT

6 battleships (*Arkansas, New York, Texas, Nevada, Idaho, Tennessee*)

4 heavy cruisers (*Salt Lake City, Pensacola, Chester, Tuscaloosa*)

1 light cruiser (*Vicksburg*)

16 destroyers

1 escort carrier group (16 small aircraft carriers and escort ships)

On D-Day, the battleships *North Carolina* and *Washington* plus the heavy cruiser *Indianapolis* joined in the bombardment

3] U.S. FORCES AT IWO JIMA

70,647 Marine assault troops

11,308 Marine and U.S. Army support troops

Counting Navy crews, a total of about 250,000 Americans participated

4] JAPANESE: KURIBAYASHI'S FORCES AND MAIN ARMAMENT

21,000 to 23,000 troops (109th Division and 2d Mixed Brigade; total includes 7,000 naval infantry)

361 artillery pieces (75 mm or larger)

12 heavy mortars (320 mm)

65 medium (150 mm) and light (81 mm) mortars

33 naval guns (80 mm or larger)

94 anti-aircraft guns (75 mm or larger)

200(+) anti-aircraft machine guns (20 mm to 25 mm)

69 anti-tank guns (37 mm and 47 mm)

70 pieces of rocket artillery with both eight-inch (200-pound) warheads and a giant rocket with 550-pound warheads

scribe their nightmarish ordeal as “hell.” The horrific nature of fighting a devilish enemy, the overpowering, nauseous smell of sulfur mixed with the stench of corpses, the multiple rising plumes of steam escaping from underground pockets, the continual streams of ignited gasoline fired by flamethrower teams and tanks, and the ever-present heat, blood, sweat and misery all combined to create the closest approximation of hell on Earth of any battle landscape in recorded history.

Many veterans noted that the eeriest feature of the battle setting was its seeming emptiness. Marines seldom saw live – or even dead – Japanese. For weeks, the Americans seemed to engage the very earth itself, not its human denizens. To the Japanese defenders, the reverse was true. Most spent the remaining hours of their young lives sealed in tomb-like hollows formed from nature or concrete.

As the Marine Corps official history noted, “The Japanese emplacements, cleverly hidden in the chaotic jumble of torn rocks, could not be detected, because enemy artillery, mortars and small arms firing from these positions were using smokeless powder as a propellant.” Distinguished naval historian Samuel Eliot Morison reported that most positions were so sturdy that “[a] direct hit was the only certain way to silence a gun for good.” Often on multiple levels, the tunnels linking the positions permitted the Japanese to replace casualties and reoccupy positions the Marines thought they had silenced.

Daily operations followed a deadly pattern. Ship, aircraft, artillery and tank bombardment signaled the beginning of the day’s attack. Marine artillery fired an average of 23,000 rounds per day. During the campaign, the Navy fired 14,650 tons of shells. This deluge of steel seldom knocked out Japanese emplacements but did help unmask previously concealed defenses. If the Marines were disappointed with the effectiveness of this supporting typhoon of steel and high explosive, Kuribayashi was not so dismissive. He informed Tokyo, “I am not afraid of the fighting power of only three American divisions, if only there were no bombardments from aircraft and warships.”

Tank support proved invaluable where feasible, but it was often limited or nonexistent due to restrictions imposed by the terrain and interlocking Japanese defenses. The actual task of overcoming most defenses de-

pended on the skill and bravery of individual Marines. Most Japanese positions only fell after infantry and tank fire permitted flamethrower teams to creep near and squirt the position once or twice with a stream of liquid fire. Marines closed in with grenades to finish the defenders and then engineers blasted the position with explosives to ensure it was not reoccupied. During one typical day, the 4th Marine Division used over a ton of demolitions.

The Marines ultimately prevailed for several critical reasons. First and foremost was the unique esprit and cohesion the Marine Corps instilled in every man during basic training. Second was the fact that the Marines were mostly all volunteers, usually teenagers who enlisted with the blazing desire to fight the Japanese enemy. The third reason was that senior Marine officers maximized the potential of these intangibles with a brilliantly conceived tactical organizational structure. The Marine Corps devised a lethal and flexible infantry squad composed of 13 men – a squad leader plus three four-man fire teams, each with its own leader – providing a chain held together by the direct leadership of four “command links.” Further, while the Marines promoted a cult of individual rifle marksmanship, they were liberally supplied with automatic weapons. A Marine rifle squad boasted three times the number of automatic weapons as its Army counterpart, and a Marine rifle battalion fielded three times as many .30-caliber machine guns as its Army equivalent. Every bit of this firepower was needed on Iwo Jima.

THE BITTER END

As casualties on both sides mounted, the Marines slowly and at great cost eliminated the Japanese defense, position by position. On D plus 19 days (March 10), patrols from the 3d Division reached the water’s edge along Iwo Jima’s northern coast. The story was much the same with the 5th Marine Division, which on March 8, according to Marine historians, was “within reach of victory, but more than two weeks of bitter fighting over the island’s most treacherous terrain in northwestern Iwo would be required before Japanese resistance in the division zone of action was broken.”

The 4th Marine Division overran the crucial Hill 382 on March 2, but Japanese de-

As casualties on both sides mounted, the Marines slowly and at great cost eliminated the Japanese defense, position by position.

NATIONAL ARCHIVES



A member of the 5th Marine Division kneels to receive communion from a priest conducting Mass on Mt. Suribachi.

fenders fought on within its subterranean complex of caves and tunnels as well as in positions on Turkey Knob and the Amphitheater. On March 9, however, the Marines caught a break.

Disobeying Kuribayashi's orders, Captain Samaji Inouye mounted a banzai charge of his Imperial Navy troops early that morning. His men killed 90 Marines and wounded 257 more, but about 800 Japanese attackers also died, including Inouye. This was exactly how the Marines preferred to kill the enemy – in bunches, rather than by rooting them out one at a time. In addition to wasting precious troop strength, the enemy attack decapitated Japanese leadership. For the remainder of the battle, there was no centrally controlled Japanese defense. Instead, the surviving pockets of defenders held out for days in scattered positions throughout each Marine division sector. On D plus 25 days (March 16), Erskine declared the 3d Marine Division area secure. Two days later, Cates announced the 4th Division sector clear. This good news was tempered by the knowledge that some Japanese were still stubbornly fighting on.

DEPARTMENT OF DEFENSE



Pfc. Rez P. Hester, 7th War Dog Platoon, 25th Marine Regiment takes a nap while his war dog, Butch, stands guard.

Given the bloody results achieved on Iwo Jima, any defense of Japan surely would have exacted equally appalling casualties on American invasion forces.

The largest pocket of remaining resistance measured about one square mile in a gorge near Kitano Point. There, Kuribayashi and approximately 1,500 defenders mounted their last stand. True to Kuribayashi's strictures, the Japanese fought to the end from within their fortified positions, exacting the maximum number of Marine casualties.

The defenders struck one last desperate blow in the early hours of March 26. A relatively well-organized contingent of about 300 Japanese swept into Marine and U.S. Army support unit bivouac areas. African-American Marines of the 5th Pioneers proved themselves the heroes of this wild melee, checking the onslaught and accounting for 196 of the 262 Japanese killed.

THE BUTCHER'S BILL

In words that would find their way to the Marine Corps memorial in Washington, D.C., Admiral Nimitz said that on Iwo Jima "uncommon valor was a common virtue." But the cost of this valor was severe. Marine Corps casualties were 22,099, including 5,931 dead. Navy losses were 2,634, counting 982 dead. Total U.S. losses therefore reached 24,733, of which 6,913 were killed. The Americans captured only 1,083 of the Japanese garrison. Ominously, for the first time in the Pacific War the Japanese inflicted more casualties than they sustained during an amphibious assault. The implications that this bloodbath would have for any future invasion of Japan was not lost on America's senior leadership.

Yet Iwo Jima yielded benefits. In the midst of the fighting, Airfield Number 1 was open for business by the end of February, and Airfield Number 2 became operational by March 16. On March 4, a B-29 low on fuel

made an "emergency" landing. Two days later, on March 6, the advance contingent of three P-51 Mustang fighter groups arrived. In April, they began conducting escort missions.

By the end of the war, well over 2,000 B-29s had landed on Iwo Jima (some sources say as many as 3,092). Since each bomber

tain that the total number of lives saved exceeded the number of deaths incurred to seize the island. (See *Command Decisions*, "Was the Corps Bloodiest Battle Justified?" page 32.)

From the enemy's perspective, Kuribayashi's bitter realization that no beach defense could withstand American pre-landing bombardment took root. Thereafter, Japanese dispositions for resisting the invasion of the homeland essentially abandoned beach defense. However, given the bloody results Kuribayashi achieved on Iwo Jima, any defense of Japan surely would have exacted equally appalling casualties on American invasion forces.

The balance of the cost and benefits proves the invasion of Iwo Jima was not a costly mistake. While in hindsight it appears that a quick seizure of the island immediately after the Marianas might have yielded tremendous gains at a much more modest cost, the strategic calculus for Iwo Jima was sound when conceived in 1944. Moreover, absent the atomic bombs – which no one could reasonably rely on when Operation Detachment was developed – the utility of securing Iwo Jima to permit fully loaded B-29s to range to the far north of the Japanese home islands materially enhanced the potential of America's strategic bombing offensive. That air offensive proved critical in shaping Emperor Hirohito's decision to surrender. It might even

have forced Japan's capitulation without an invasion. In which case, there would be no controversy about Iwo Jima today. ★

Richard B. Frank is a Pacific War historian and the author of the award-winning books "Guadalcanal" and "Downfall: The End of the Imperial Japanese Empire." Both were History Book Club main selections.



Members of the 28th Marine Regiment raise the first flag over Iwo Jima on February 23, 1945. This flag was replaced later that day by the larger one that AP photographer Joe Rosenthal immortalized in his iconic photograph.

carried 10 or 11 crewmen, accounts claim that 20,000 or more lives were thus saved. Yet the landing totals include aircraft that made training flights and precautionary (mostly refueling) landings as well as those that might have struggled on to the Marianas. Therefore, while thousands of airmen owed their lives to Iwo Jima, it is by no means cer-

NATIONAL ARCHIVES

DEPARTMENT OF DEFENSE

A Marine stands beside the Stars and Stripes atop Mt. Suribachi with the invasion beaches clearly visible in the background. Japanese guns mounted on Suribachi's slopes had a deadly field of fire and raked the beaches mercilessly.

**For the United States,
the iconic event on Iwo Jima
was “the” flag raising on
Mount Suribachi.**

BATTLEFIELD LEADER

General Thomas J. “STONEWALL” JACKSON

A brilliant battlefield commander, Stonewall Jackson was Robert E. Lee’s “right arm” until he was mortally wounded at the hands of his own Confederate troops.

BY BRIAN SOBEL

The history of warfare has produced a plethora of what-ifs – endless counterfactual speculation on what might have happened had this or that general taken an alternate course of action during some famous battle.

Such intellectual exercises also include musings about how history might have evolved differently had a famous commander not died before his time. (For example, “What if Alexander the Great had lived 10 more years?” Or “How might Rommel have influenced Nazi Germany’s western defense in 1944-1945 had he not been forced to commit suicide?”)

Yet there is perhaps no greater what-if in American military history than the one that asks, “What if Stonewall Jackson had survived his May 1863 wounding after his brilliant battlefield performance at Chancellorsville?” Would his presence at Gettysburg the following month have provided Robert E. Lee with the bold, enlightened leadership the Confederate commander so sorely lacked in the historical battle? Such questions, of course, must remain unanswered. However, an examination of Jackson’s remarkable life and the battlefield ge-

nus he displayed during America’s greatest war offer some solid clues to the answer to a what-if that has tantalized students of the Civil War for over 140 years.

HARDSCRABBLE

Very little in the early life of Thomas Jonathan Jackson suggested the lofty status he eventually attained as a Confederate battlefield commander and Southern hero. While many of the South’s Civil War military commanders (like Robert E. Lee) came from the region’s aristocracy, Jackson’s roots were anchored in his hardscrabble life in western Virginia’s rugged backcountry. Born in 1824 in Clarksburg, Virginia (after 1863, West Virginia), Jackson was just two years old when the first of many tragedies touched his life. His father and a sister died of typhoid fever. His mother, Julia Jackson, who gave birth to a fourth child the day after her husband died, was left penniless. The family lived in poverty, and although Julia later remarried, she and her new husband continued to struggle financially. Jackson’s stepfather disliked Julia’s children, eventually sending Thomas and his younger sister, Laura, to live with relatives. Sadly, five years after the death of his father, Jackson’s mother died during childbirth.

As a young man living with his paternal uncles, Thomas was described as a “diligent, plodding scholar, having a strong mind, though it was slow in development.” He was better than average in the sports of his day and could skillfully ride a horse. Although raised in a country school environment where his studies could be charitably described as uneven, Jackson sought an appointment to the United States Military Academy at West Point. Attracted by the notion of obtaining a first-class education at the government’s expense (a motivation later shared by Dwight Eisenhower and Omar Bradley), Jackson was disappointed when he was not selected as the first choice from his congressional district. However, fate intervened and the congressman’s initial selection withdrew from West Point after attending only one day. Jackson received the appointment.

Poorly prepared for the Military Academy’s rigorous academic program, Jackson struggled mightily, especially in his early years there. Yet



Confederate Soldiers build fortifications prior to the Battle of Second Manassas (Second Bull Run).

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

GIFT OF WILLIAM WILSON CORCORAN, CORCORAN GALLERY OF ART, WASHINGTON, D.C.

Thomas Jonathan Jackson
by John Adams Elder
shows Jackson standing
tall and confident as he
surveys his surroundings.
On the battlefield, Jackson
was a dominating pres-
ence. He was constantly
on the move, shouting
directions and
giving orders.

**If there is any Soldier in history who
can legitimately claim the title of “God’s
Warrior,” it is Thomas Jonathan Jackson.**

Jackson was not popular with his cadets. They called him

as the congressman who appointed him wrote, Jackson had “an improvable mind.” Through dogged perseverance he indeed improved his mind and in June 1846 graduated 17th in a class of 59 cadets. Twenty members of Jackson’s West Point class became generals in the Civil War’s U.S. or Confederate armies, including notables such as George B. McClellan, A. P. Hill, John Gibbon and George E. Pickett.

GOD’S WARRIOR

The 22-year-old Academy graduate was commissioned a 2d lieutenant of field artillery and ordered to report to the 1st U.S. Artillery Regiment. Soon after, he was on his way to participate in the Mexican War (1846-1848). Captain George Taylor, Jackson’s wartime commander, wrote of the young officer, “He will make his mark in this war. I taught him at West Point; he came there badly prepared, but was rising all the time, and if the course had been four years longer, he would have graduated at the head of his class. He never gave up anything, and never passed over anything without understanding it.”

Jackson may have been challenged in the classroom, but on the battlefield he demonstrated the combat skills of a natural warrior. His performance soon prompted others to take particular notice of him. His bravery during battles at Contreras and Churubusco, and later at Chapultepec, was recognized by brevet promotions up to the rank of major by the close of the Mexican War.

The U.S. Army of Jackson’s era had no medals to reward bravery in combat or exemplary performance of duty. However, brevet promotions were awarded to serve essentially the same purpose. A brevet entitled an officer to wear the rank insignia and to be addressed by the title of the brevet rank, but he did not receive the pay authorized for that rank. Furthermore, at the end of the war, the officer reverted to his regular army rank.

It was also during the Mexican War that Jackson began exploring the subject of religion. Later, his religious faith became a passion – some might claim an obsession – that guided his actions and influenced his personality and conduct for the remainder of his life. The Almighty, not man, Jackson firmly believed, was the supreme arbiter of one’s fate.

He expressed this conviction after one hotly contested battle. When asked by a fellow officer how he could remain so calm in the

midst of such danger, Jackson answered, “My religious belief teaches me to feel as safe in battle as in bed. God has fixed the time for my death.” If there is any Soldier in history who can legitimately claim the title of “God’s Warrior,” it is Thomas Jonathan Jackson.

Jackson’s unbending religious convictions and his numerous personal idiosyncrasies stretching back to his days at West Point left many with the impression that he was a true eccentric. While at the Military Academy, his strange behavior included persistent hypochondria, exacerbated by his belief that his internal organs were somehow misaligned. As a result, he adopted an overly stiff posture – to keep his organs from being compressed – and some claim that he would often

keep his right arm in the air for extended periods in order to regain overall “body balance.”

In a way, Jackson’s odd ideas were not unlike George S. Patton’s conviction that he had been reincarnated several times over the ages. Neither man’s unconventional beliefs, however, prevented him from demonstrating true genius on the battlefield.

Jackson resigned his U.S. Army commission in the spring of 1851 when he was offered a teaching position at the Virginia Military Institute (VMI) at Lexington, Virginia, in the heart of the Shenandoah Valley. He spent 10 years at VMI, living and working in a region that would later prove to be the scene of one of his greatest Civil War triumphs.

OLD JACK

At VMI, Jackson taught natural and experimental philosophy – subjects known today as physics and science courses. He also instructed in battalion drill and artillery gunnery. Yet owing to his unnaturally stiff and overly strict countenance – and probably further incited by his unyielding emphasis on discipline – he was not popular with his cadets. They called him “Old Jack” and often mocked his eccentric classroom manner. The civilian community outside VMI also came to know Jackson well,

and stories abounded concerning his peculiar personal habits. One citizen of Lexington described him as “exact as the multiplication table and [as] full of things military as an arsenal.”

Jackson’s obsession with duty was clearly illustrated by two incidents that typified his personal quirks. On one very hot day, other teachers and cadets sensibly came to the school wearing summer dress,



As a young lieutenant in 1847, Jackson had this photograph taken in Mexico City while fighting with the 1st U.S. Artillery Regiment in the Mexican War.

VIRGINIA MILITARY INSTITUTE ARCHIVES

“Old Jack” and often mocked his eccentric classroom manner.

yet Jackson wore his heavy wool winter uniform. When the cadets asked Old Jack why he didn’t change to a lighter uniform, he replied, “I have received no order to change it, and until I do I will go as I am.”

On another occasion, VMI’s superintendent summoned Jackson to his office, but when Jackson arrived, the superintendent directed him to sit in the outer office and wait while he finished another meeting. Time dragged on. Engrossed in a conversation, the superintendent forgot about Jackson and went about his business. Much later that night, he remembered him but assumed that he had waited a reasonable amount of time and then headed home. However, upon arriving at his office the next morning, the superintendent found Jackson, obedient to his last order, still sitting in a chair awaiting the superintendent’s arrival.

LOVE AND WAR

In 1853, Jackson married Elinor Junkin, the daughter of Dr. George Junkin, president of nearby Washington College. Tragically, Elinor died a year later while giving birth to their stillborn son. The loss devastated him.

In the summer of 1856, Jackson sailed to Europe. Visiting both England and France, he toured famous battlefields, including Napoleon’s Waterloo. Though raised in the poorest of circumstances, during his visit to Europe he took in art galleries, cathedrals and many cultural sites.

In 1857, Jackson remarried, wedding Mary Anna Morrison, whose father was once president of Davidson College. A year later, Mary Anna gave birth to a child who passed away after only one month. Later, in 1862, the couple had a daughter, Julia Laura Jackson. Julia lived to adulthood but died at the young age of 26.

Jackson continued his duties at VMI as the nation drifted inexorably toward civil war. In November 1859, he led a contingent of VMI cadets to Harper’s Ferry where they watched the hanging of abolitionist John Brown. Brown was condemned to death for raiding the government arsenal at Harper’s Ferry in an attempt to incite a slave insurrection.

In the turbulent and divisive presidential election of 1860, Jackson cast his ballot for John C. Breckinridge, a Democrat, former U.S. vice president, and states’ rights candidate who later became a Confederate general. Abraham Lincoln’s election victory – he won less than 40 percent of the popular vote – was the final straw for those who saw it as a death sentence for slavery and the Southern way of life. In December 1860, South Carolina began what became a series of secessionist Southern states. Jackson agreed with Virginia’s April 17, 1861, decision to pass an Ordinance of Secession and join the Confederate States of America. War, as every American realized by then, was inevitable.

STONEWALL

On April 21, 1861, Jackson was ordered to take the VMI corps of cadets to Camp Lee, near Richmond. There the cadets acted as drill-masters for the thousands of recruits arriving from all over the state. Jackson’s commitment to the cause can be measured by the fact that although he was ordered to move on a Sunday – a day in which he would not even write a letter due to his strict religious beliefs – he readily complied with the order. While at Richmond, he received news that Virginia’s governor had commissioned him a Colonel of Virginia Volunteers with command of Harper’s Ferry, a strategic location forming the northern passageway into the Shenandoah Valley.

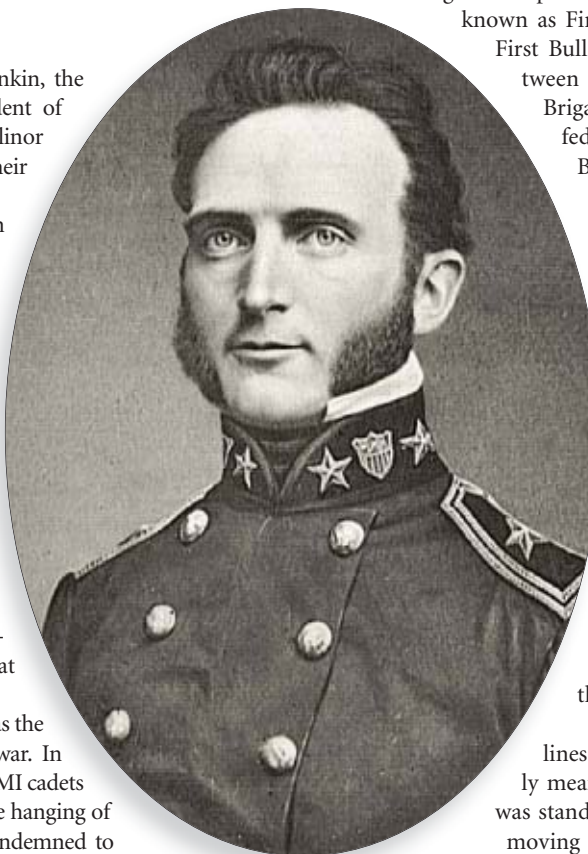
By the time the opposing armies converged on Manassas for the first major battle of the war, Jackson had been given command of a brigade and promoted to brigadier general. The battle, later known as First Manassas (in the North, it was called First Bull Run), was fought on July 21, 1861, between Union forces under the command of Brigadier General Irvin McDowell and Confederate troops led by Generals Pierre G. T. Beauregard and Joseph E. Johnston. The Bull Run battle was both bloody and amateurish, but Jackson emerged as the star of the Confederate victory.

At a critical point in the battle, much of the Confederate Army broke under the onslaught of a Union attack. Jackson’s troops, however, stood fast. As fellow Confederate General Barnard Bee rode by, he yelled to Jackson, “They are beating us back.” Jackson coolly replied, “Then, sir, we will give them the bayonet.” According to the legend, Bee’s troops continued to retreat while Jackson’s brigade held its line. Bee supposedly shouted to his fleeing men, “Look, there is Jackson standing like a stone wall. Rally behind the Virginians!”

Bee’s alleged utterance generated two lines of controversy. Some suggested he actually meant the remark as a criticism that Jackson was standing immobile “like a stone wall” and not moving forward in support of Bee’s retreating troops. Others, like Confederate General Daniel Harvey Hill, Jackson’s brother-in-law (and an eccentric in his own right), claimed Bee’s remarks were never even made. Hill wrote, “Not only was the tale a sheer fabrication, but the name [Stonewall] was the least suited to Jackson, who

was ever in motion, swooping like an eagle on his prey.”

The truth of the incident died that day with Bee when he was killed by a Union bullet. What is undeniable, however, is that Jackson picked up his famous nickname at that battle. Thereafter, “Stonewall” became so closely associated with Jackson that his First Brigade became officially known as the “Stonewall Brigade.” It was the only unit ever to have its nickname become its official unit designation.



Maj. Jackson in 1851, shortly before he left Army service. That same year he resigned his commission and began teaching at the Virginia Military Institute.

THE ART ARCHIVE

The **Bull Run** battle was both bloody and amateurish, but



Jackson emerged as the star of the **Confederate** victory.



Confederate Soldiers charge a Union position during the Battle of Bull Run, the first major land encounter of the Civil War.

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

With the help of Longstreet's force, Jackson crushed the Un

JACKSON'S FOOT CAVALRY

Jackson led the Stonewall Brigade until October 1861, when he was promoted to major general and given command of the Shenandoah Valley, the South's vital "breadbasket." Union forces saw strategic opportunity there and invaded the Valley in early 1862.

Conceived, in part, to draw Confederate forces away from Union General George B. McClellan's advance on Richmond via the Virginia Peninsula, the Union's Shenandoah Valley plan should have worked – had the North's opponent not been Stonewall Jackson.

Jackson's Valley Campaign was a brilliant tour de force in which he used speed, maneuver and surprise to frustrate Union attempts to pin down his outnumbered troops and destroy them.

In March 1862, Jackson's Soldiers attacked Union forces at Kernstown, just south of Winchester, Virginia. While the battle was a tactical setback for Jackson, he turned the tables on the Union's strategic plan by compelling the North to divert forces from McClellan and dispatch them to the Valley. He defeated Union forces at Front Royal, Winchester, Cross Keys and Port Republic, time and again using superior tactics, surprise and tenacity to engage and conquer his enemy. Above all, he relied on a "secret weapon" – the incredible speed of his infantry formations – to humble the Union Army in the Valley. Jackson's "foot cavalry" moved hundreds of miles over prim-

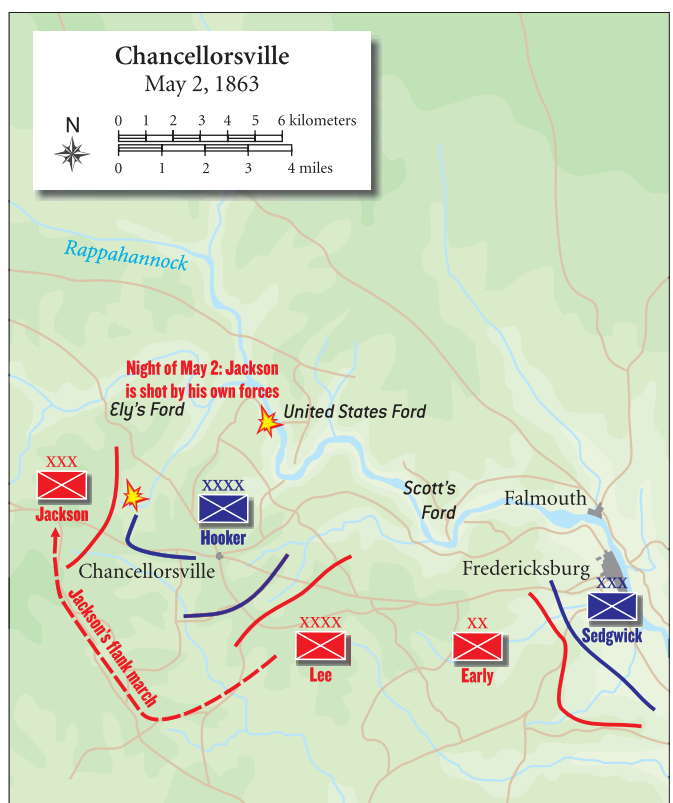
itive roads at an unbelievable pace to keep elements of three Union armies fully engaged in chasing Jackson's elusive force. His 18,000 men completely confounded Union forces totaling nearly 70,000, and by the end of the Valley Campaign, his foot cavalry had cleared the strategic region of Union troops.

With the Shenandoah Valley secured, Jackson was summoned to the Virginia Peninsula by the new defender of Richmond, General Robert E. Lee. Although Lee came to depend heavily on Jackson's outstanding abilities, referring to him as his "right arm," their initial collaboration produced mixed results. The ensuing Seven Days' Battle (June 25 to July 1, 1862) successfully drove McClellan's Union Army from the Virginia Peninsula and saved Richmond, yet Jackson's battlefield performance proved uncharacteristically poor. Perhaps exhausted by his superhuman exertions in the recently completed Valley Campaign, Jackson was lethargic, slow to maneuver and often arrived late during key phases of the battles. Yet less than two months later, he redeemed himself with another brilliant performance.

Demonstrating the same superb mobility he had shown during the Valley Campaign, Jackson marched over 50 miles north in only two days to descend on the Union supply depot at Manassas on August 27, 1862. In the next two days, with the help of General James Longstreet's force, Jackson crushed the Union Army of General John Pope at the Battle of Second Manassas (Second Bull Run). The victory paved the way for Lee's first invasion of the North, and Jackson led his forces to capture Harper's Ferry on September 15, 1862. Jackson then quickly moved to join Lee near Sharpsburg, Maryland, the next day. On September 17, the bloodiest single day in U.S. history ensued when 40,000 Confederate troops took on McClellan's 87,000 Union Soldiers in the Battle of Antietam.

The daylong clash was a savage, brutal affair. Jackson wrote that he and his men were "exposed for nearly an hour to a terrific storm of shell, canister and musketry." Union General Joseph Hooker noted "every stalk of corn in the northern and greater part of the field was cut as closely as could have been done with a knife, and the slain lay in rows precisely as they had stood in their ranks a few moments before."

Failing to take advantage of his greater than 2-1 numerical edge, McClellan launched a series of uncoordinated piecemeal attacks that began in the northern area of the battlefield and rippled southward, ending with General Ambrose Burnside's bloody assault on the stone bridge spanning Antietam Creek. Just as Burnside's troops crossed the creek and were about to complete what looked to be a battle-winning assault on Lee's weakened right flank, Confederate General A. P. Hill – Jackson's former West Point classmate – arrived to save the day. The battle was a tactical draw, but since Lee was forced to return to Virginia, Antietam was a strategic victory for the North. By the end of the day, over 20,000 Union and Confederate troops lay dead or wounded.



Although greatly outnumbered, Gen. Robert E. Lee divided his command, sending Gen. Stonewall Jackson's corps around the Union right flank to launch a devastating surprise attack. Jackson's mortal wounding by his own troops cast a pall on an otherwise brilliant Confederate victory over Union Gen. Joseph "Fighting Joe" Hooker's army.

Play It! Join the action of Stonewall's battles by playing PC games such as *Take Command: Second Manassas* (Mad Minute Games) and *Civil War Battles: Campaign Peninsula* (HPS). Or try your hand at the boardgames *Chancellorsville: Pinnacle of Victory* (Clash of Arms), *Red Badge of Courage* (GMT), and *Stonewall Jackson's Way* (MMP). Learn more at playit.armchairgeneral.com.

ion Army of General **Pope** at the Battle of **Second Manassas**.



ABOVE: Jackson acquired Little Sorrel in the spring of 1861. Although the horse was originally purchased for his wife and called Fancy, Jackson changed its name and it became his favorite mount in battle. He was riding Little Sorrel when he was mortally wounded at Chancellorsville.



CENTER: After his own troops accidentally shot him near Chancellorsville, Jackson's left arm was amputated. He passed away on May 10, 1863.



BOTTOM: Confederate Gen. Robert E. Lee pays a final visit to the grave of Stonewall Jackson, the man he thought of as his "right arm."

KILL 'EM ALL

Jackson was promoted to lieutenant general in October 1862 and given command of the II Corps in Lee's Army of Northern Virginia. That December, 120,000 Union troops under Burnside attacked Lee's force of 85,000 at the Battle of Fredericksburg. Burnside's series of futile frontal assaults were murderously repulsed by Lee's well-positioned Confederate troops as Jackson's corps held the right of the line. The slaughter provoked two memorable quotes that perhaps best explain the differing perceptions of warfare held by Lee and Jackson. Observing the storm of Confederate fire that swept over Burnside's assaulting troops, Lee remarked, "It is well war is so terrible, lest we grow too fond of it." Jackson, however, saw things differently. When aides suggested that it seemed a shame to shoot down such brave Soldiers, he retorted, "Kill 'em. Kill 'em *all*!" War was no grand spectacle to Stonewall Jackson. It was a brutal fight to the death in which God ordained who lived and who died.

Jackson's greatest battlefield victory, however, was also his last battle. On May 2, 1863, Lee's outnumbered Confederate Army faced General Joseph Hooker's Army of the Potomac in the Battle of Chancellorsville. After consulting with Jackson, Lee chose the risky course of splitting his smaller force in the face of the superior enemy, sending Jackson's corps on a secret flank march that struck and shattered the Union right flank. (See map, page 94.) It was a brilliant military plan, and Jackson executed it flawlessly. The stunning triumph, however, proved bittersweet.

While returning from a reconnaissance that dark, rainy night, Jackson's party was mistaken for Union cavalry and fired on by Confederate Soldiers of the 18th North Carolina Infantry. Jackson was struck by three bullets. One hit his right hand, another shattered his left arm three inches below the shoulder joint, and a third struck his left elbow and exited near his wrist. Asked if he was hurt, Jackson replied, "I think I am. All my wounds are from my own men."

Doctors quickly amputated his left arm two inches below the shoulder. When Lee was informed, he remarked, "He has lost his left arm, but I have lost my right." He then quickly penned a note to Jackson, saying, "Could I have directed events, I should have chosen for the good of the country to be disabled in your stead."

As Jackson attempted to recover, Mary Anna and their daughter, Julia, arrived on May 7. That same day, he awoke with nausea, pain in his side, and difficulty breathing. Doctors treated him for suspected pneumonia, yet he died on May 10, 1863. In his final moments, delirious, he cried out, "Order A. P. Hill to prepare for action! Pass the infantry to the front rapidly!" He then quieted and spoke his dying words, "Let us cross over the river and rest under the shade of the trees." He was 39 years old.

Less than a month after Jackson's death, Lee took the army north again – on the road to Gettysburg. ★

Brian Sobel, president of Sobel Communications, is a frequent contributor to magazines, an on-air political and military analyst, and author of *"The Fighting Pattons."*

Jackson's Death a Mystery?

Did pneumonia kill Stonewall Jackson? Find out in *History's Mysteries*, "What Really Killed Stonewall Jackson." Based on **new research**, this web article is an *Armchair General* exclusive at armchairgeneral.com.

WITNESS TO WAR



NATIONAL ARCHIVES



DEPARTMENT OF DEFENSE

A flame-throwing M-4 Sherman tank incinerates the occupants of a Japanese pillbox near the base of Mount Suribachi as Marine riflemen stand by ready to attack.

An artillery forward observer calls in a fire mission against enemy targets while under intense Japanese mortar fire.

Hell on Iwo!

Marine Alvin Orsland recounts how he survived th



NATIONAL ARCHIVES

ABOVE: A Marine artillery piece hurls high explosive shells at the stubborn Japanese defenders on Iwo Jima. RIGHT: Alvin Orsland was just 18 years old when he enlisted and only 19 when he fought in the Marine Corps' bloodiest battle.

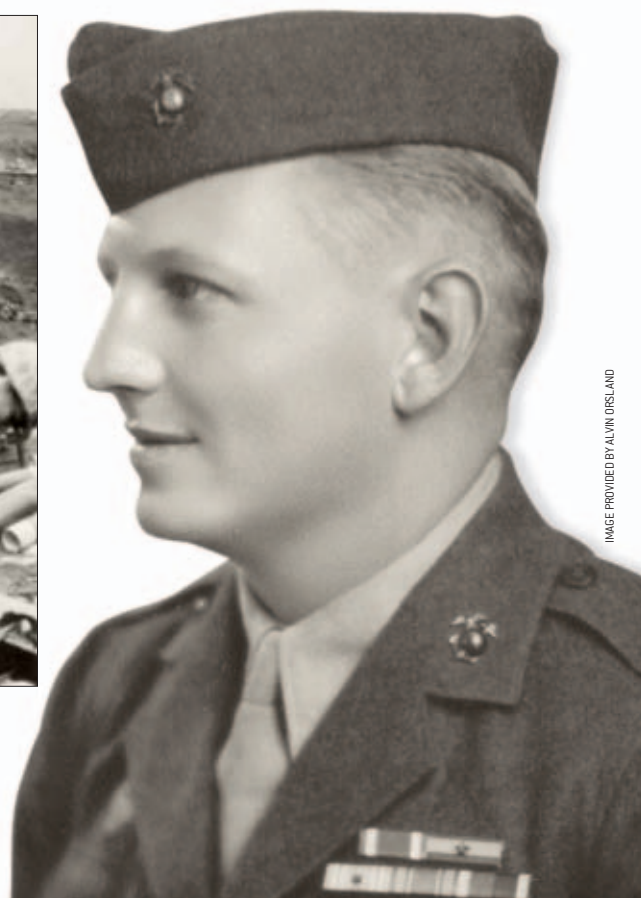


IMAGE PROVIDED BY ALVIN ORSLAND

Some of us were “volunteered” to replace the 5th Marine Division Graves Registration unit. This assignment was one of the most horrendous things I have ever faced.

I was 18 when I enlisted in the U.S. Marine Corps on June 15, 1944, two weeks after graduating from high school. Earlier, a whole group from our football team had gone to Seattle to see the movie *Tarawa* (the Marine Corps documentary on the bloody 1943 invasion). Oh boy, we were gung ho. Three of us joined up and were sent to San Diego, California, for boot camp. The training was fantastic, but we just didn’t receive enough of it. There was such a hurry to send the men – the boys, really – to the war.

I’ll never forget a major speaking to us midway through our basic training. “You might think this is child’s play,” he said, “but you’d better be prepared because it won’t be many months and you’ll be over there doing the real thing.” We all laughed at that. A few months later, we found ourselves in “the real thing” on Iwo Jima and the laughing stopped.

In November 1944, we were sent to Hilo, Hawaii, for more training at Camp Tarawa. Then on January 7, 1945, we shipped out to the invasion staging area at Saipan. On Feb-

e Corps’ bloodiest battle.

ruary 17, we left for Iwo and arrived on D-Day, February 19. The 28th Marine Regiment on our ship was sent in immediately; however, we stayed aboard, as the island couldn’t take three full divisions at once.

The top brass told us it would be “all over in 72 hours.” Sure enough, at 10:35 a.m. on D plus 4 days, as we looked anxiously from our ship to the barren, heavily shelled island, we saw Old Glory being raised on Iwo’s highest point, Mount Suribachi. “That’s it!” we thought, “We’ve got those bastards licked!” Everybody started screaming and whooping it up, thinking the battle was over just like the brass had promised. A fellow next to me gushed, “Boy, we’re going in and sightsee!” Once we disembarked, I never saw him again.

We landed on D plus 5 days, February 24, and the beach was a mess. Although a lot of Japanese shelling was still going on, it wasn’t accurate. We spent several days on the beach unloading ammunition and pulling guard duty. Then some of us were “volunteered” to replace the 5th Marine Division Graves Registration unit – nearly all their personnel had been killed. This assignment was one of the most horrendous things I have ever faced.

We placed the corpses of dead Marines into body bags and put them into trenches dug by big bulldozers. We’d pick up the fellows by the arms, and then suddenly we’d be left holding only an arm. We’d try to pick them up by their legs, and we’d be left holding only a leg. It wasn’t much fun.

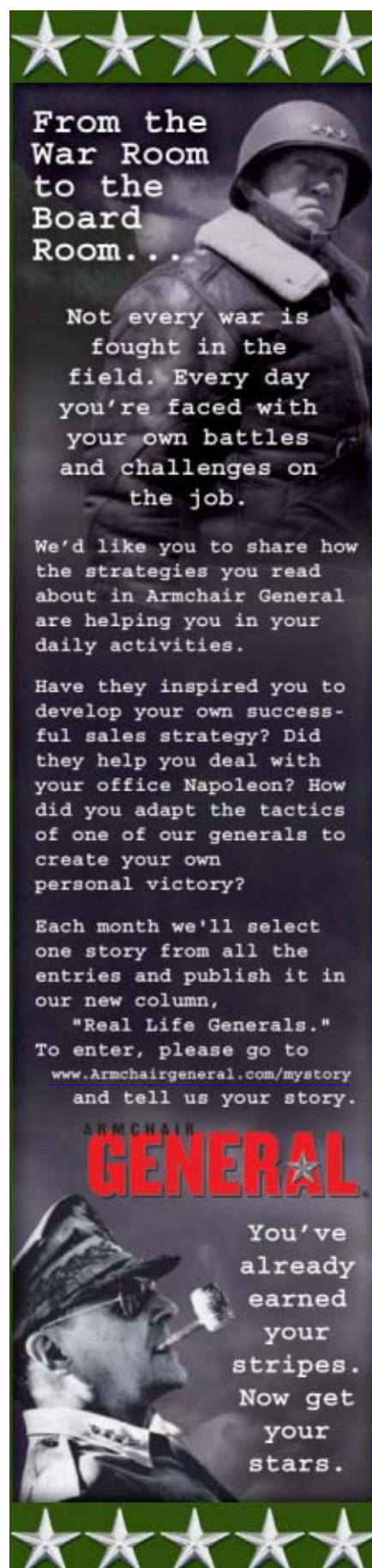
On March 9, things were so bad at the front that they sent us up to the 5th Marine Division and I joined H Company, 26th Regiment. I spent 30 days on Iwo Jima, 15 of them in combat with H Company. My buddies and I had so many memorable and moving, sad and horrific experiences in that awesome battle. One thing that had a profound effect on me was the unrelenting, putrid smell of sulfur that permeated the island. The stench was everywhere, like a bad omen and constant reminder that this stark place was a waiting graveyard on the road to hell.

Eerily, there were few visible signs of enemy life on Iwo and we seldom saw a live Japanese – although we saw an awful lot of dead ones. Since we had no targets at which to aim, all we could do was to shoot in the direction that we thought the enemy fire was coming from. Fortunately, we had tank support and the tanks’ flamethrowers proved highly effective in incinerating the well dug-in defenders. I discovered that crawling under a tank was a good way to escape the deadly Japanese fire. The noise was terrible, but it beat the alternative.

One particular incident during my combat experience stands out clearly in my memory. I crept into a Japanese-held draw and had been there an hour or two when I called out to see who else was down there with me. No answer. Holy Moses, I realized, I was out there alone! I zigzagged back up the hill with enemy fire zinging all around me, and then jumped into the first foxhole I came across. Inside it were several of our new replacements, barely trained and hurriedly rushed into combat. I yelled, “Where’s my contact?” But they were green and didn’t know our lives depended on staying together.

I was lucky to leave Iwo Jima on March 26 with only a twisted knee and ankle and a nick on my finger from a Jap grenade. Of the 365 Marines (including replacements) of H Company, all but 36 were killed or wounded. I dedicate this narrative to them. ★

Alvin B. Orsland lives in Camano Island, Washington.



From the War Room to the Board Room...

Not every war is fought in the field. Every day you're faced with your own battles and challenges on the job.

We'd like you to share how the strategies you read about in Armchair General are helping you in your daily activities.

Have they inspired you to develop your own successful sales strategy? Did they help you deal with your office Napoleon? How did you adapt the tactics of one of our generals to create your own personal victory?

Each month we'll select one story from all the entries and publish it in our new column, "Real Life Generals."

To enter, please go to www.Armchairgeneral.com/mystory and tell us your story.

ARMCHAIR GENERAL

You've already earned your stripes. Now get your stars.

GAME BUZZ

The Conflicts Just Keep on Coming!

In releases both big and small, publishers continue to demonstrate their commitment to war and strategy games.



Warfare loosely simulates a near-future war between the United States and Saudi Arabia.



The turn-based battles and three-dimensional graphics in *Jagged Alliance 3D* will thrill fans of this popular franchise.

1

Warfare, developed by Mist Land (mistland.com) and scheduled to be published by Game Factory Interactive (gamefactoryinteractive.com), is a real-time strategy (RTS) game that models a near-future struggle between the United States and Saudi Arabia (can you spell O-I-L?). It ships with a campaign in which players can choose the role of the U.S. Army or the Arabian rebels. Interesting features include realistic terrain destruction, gorgeous BMP, T-72 and M-1 Abrams armored fighting vehicles, and Apache and Hind attack helicopters. A strategic map overlay allows gamers to decide the direction of the tactical battles, and a role-playing element permits mission-to-mission carryover.

2

Mist Land also developed the latest version of the storied *Jagged Alliance* franchise for the joint publishing venture between GFI and Strategy First (strategyfirst.com). When *Jagged Alliance 3D* releases in late 2006, veterans of the series will feel right at home. Players need only select a group of mercenaries (within an interface that retains the charm of the two original games) and begin the assigned mission. The big difference is the tactical map, which – as the name implies – is now 3-D. The detailed, immersive, turn-based battles are much the same as those in the original game, and fans of the franchise will love them!

3

Paradox Interactive (paradoxplaza.com) will soon have on the market another iteration of their famous em-

pire-building franchise, *Europa Universalis*. The mantra of this issue is simply “more.” *Europa Universalis III* allows players to take charge of one of hundreds of countries at any time between 1453 and 1789, call on more than 4,000 historical monarchs to aid in their quest for domination, strategize with over 100 different troop types, direct economies, conduct research, and decide on a form of government – all in a plausible real-time game played out on a 3-D map representing over 1,700 provinces. Detailed? You bet. Nevertheless, *Europa Universalis III* is also amazingly playable and a must-have for strategy gamers and students of history alike.

4

Panzer Command: Operation Winter Storm is a 3-D tactical game from Matrix (matrixgames.com). Developer Koios Works (koiosworks.com, of *Alexander the Great* and *Caesar* fame) calls it a “simultaneous, turn-based strategy game” – which simply means that both the player and the computer issue orders, then the computer resolves them (similar to Battlefront’s *Combat Mission*). The game models the fighting between the Soviets and the Germans in the winter of 1942 as the Wehrmacht drives on Stalingrad in a vain attempt to relieve Paulus’ Sixth German Army. *Panzer Command* is easy enough for beginners, detailed enough for veterans, and attractive enough for those whose hearts pound at the sight of a T-34.

5

Panther Games (panthergames.com) continues

Interesting features in *Warfare* include realistic terrain destruction, gorgeous BMP, T-72 and M-1 Abrams armored fighting vehicles, and Apache and Hind attack helicopters.

its excellent *Airborne Assault* series with *Airborne Assault: Conquest of the Aegean*. *Conquest of the Aegean* mixes the adrenaline rush of real-time gaming with the realism and look of traditional turn-based contests as it simulates the battles for Greece, Crete and a hypothetical invasion of Malta. The game's artificial intelligence (AI) is outstanding. Not only does the computer opponent put up a stiff fight, the AI does a great job of handling friendly forces as well – players need not control every unit since they can choose to issue orders to the higher echelon commands and let them manage subordinate units. *Conquest of the Aegean* is intelligent gaming at its best.

6

Matrix's *The Operational Art of War III* is a new take on a classic. It features over 100 scenarios, additional language support, a new PDF manual, and some new sounds and graphics. Players who liked the first two versions of this turn-based operational game will enjoy this one. Many think it is the best overall operational wargame of all time.

7

Harpoon 3: Advanced Naval Warfare, also from Matrix, is more or less the same game players have been hating or loving for years. It depicts nuts-and-bolts, hard-core real-time battles in the modern naval world. Gamers control anything from a single vessel to complete carrier battle groups as the navies vie for control of the high seas. *Harpoon III* is a detailed, intricate simulation that for realism aficionados has no equal.

8

The term “cookie-cutter” usually comes to mind when PR reps demonstrate the latest RTS titles. Yet *Company of Heroes*, to be published by THQ (thq.com), has the potential to be different. It was developed by Relic Entertainment, the designers of the award-winning *Homeworld* and *Dawn of War* – and with that kind of track record, folks sit up and take notice. *Company of Heroes* throws gamers into the combat boots of an American company commander as he leads his troops through war-torn Europe. The graphics are lush, the play is exciting, and the scenarios are unique.

9

Super detailed yet manageable, the soon to be released *Theater of War*, from 1C Company (int.games.1c.ru), is an impressive real-time strategy game that boasts over 200 vehicles, 100 types of small arms, and five campaigns. That's cool, but what's even cooler is the accuracy of the simulation. Tanks destroy one another from ranges greater than anything previously seen in an RTS, employ several types of ammunition, and take location-specific damage. Couple *Theater of War*'s impressive details with a non-resource management strategy and unique armies (there are Polish and French tanks, for gosh sakes), and you have a winner. ★

Mark H. Walker is a commander in the U.S. Navy Reserve. A veteran electronic entertainment/IT journalist and boardgame designer, he has authored or contributed to over 40 books and recently designed the critically acclaimed board wargame “Lock ‘n Load.”



Europa Universalis III includes attractive 3-D graphics.



Submachine-gun team 42 is having a rough go of it in the snowy Russian countryside in *Panzer Command: Operation Winter Storm*.



An American task force advances down a dirt road in *Company of Heroes*.

**GOT
GAME?**

Well, we do! Make sure you're fully armed for your next wargame battle! Visit our website at armchairgeneral.com, your gaming headquarters!

VIDEO GAME REVIEW

ARMCHAIR GENERAL'S FIVE-STAR RATING SCALE:

★★★★★ = ACG'S HIGHEST RECOMMENDATION
★★★★ = EXCELLENT
★★★ = GOOD
★★ = BELOW AVERAGE
★ = NOT RECOMMENDED

New Games Prove the Fun Isn't Over

Field Commander

Today's handheld systems – Nokia's N-Gage, Nintendo's Game Boy Advance, and Sony's PlayStation Portable – are more powerful than the mid-1990s consoles; yet these “pocket rockets” still lack the processing power to handle high-end graphics and real-time physics resolution. Hence, they are a natural fit for the less demanding graphical requirements and slower-paced action of turn-based gaming. The latest title to take advantage of this suitability is Sony Online's *Field Commander*.

Field Commander is a turn-based game in which two armies battle for control of a fictitious land. It strives for a realistic tone and many of its military units are modeled on actual ones. However, the small

screen restricts the units' range and some warriors – the Special Forces “pseudo-mortarman” springs to mind – stretch the limits of believability. Each scenario allows you to choose a different parent unit (division), which alters the basic unit pa-

rameters and provides special powers. For example, the Long Shots have extended movement range but less striking power. When you implement the special power called “Nitro Boost,” the distance that the Long Shots can

move is doubled.

Battles are fought simultaneously in three environments – land, air and sea. Hence, a battle for a port might include land units that can assault from the ground, debark from a ship, or descend from the air via a VTOL craft; aerial bombers;

naval gunfire ships; and a submerged submarine that attempts to torpedo the ships. All this action generates the type of tremendous tactical tension that gamers love!

The game ships with a lengthy campaign (over 30 missions) that likely would take all but the “Pattons” among us 40 hours or more to complete. However, the fun isn't over when the campaign ends. You can participate in multiplayer games over the Internet, with PSP's local Wi-Fi option, via hot seat (hot hand?), or by e-mail using Sony's interface. Better still, an editor allows you to design maps and to customize battles

that you can then play against the computer or take online to compete head-to-head against other gamers.

The down side? *Field Commander*'s artificial intelligence isn't exactly the fastest neuron in the array. PSP's tiny computer is OK on defense but does poorly when attacking. Nevertheless, it certainly provides enough of a challenge to hold the player's interest.

Field Commander is large fun in a small platform. Its sweaty-palm tactical tangos, variety of multiplayer options, and superb mission editor and map creator make it one of the best strategy games so far this year.



Field Commander allows players to fight in the air as well as on land.



A tank takes out a bad guy.

★

ARMCHAIR GENERAL

ACG RATES THIS GAME

★★★★★

● Released May 2006	● Published by Sony Online Entertainment
● Rated Teen	● MSRP \$39.99
● Developed by Sony Online Entertainment	● Formatted for PSP

FIELD COMMANDER

Tense gameplay, an innovative story, and gut-wrenching choices combine to make *Splinter Cell: Double Agent* a game you won't want to turn off.

Mark Walker's reviews cover a pocket-rocket of portable fun and the new adventures of a sneaky-Pete double agent.

Splinter Cell: Double Agent

Splinter Cell, the most famous stealth-action franchise in gaming history, returns with a twist! To defeat the bad guys this time, Sam Fisher must become a double agent, infiltrate the enemy's ranks, live among them, deceive them, and then destroy them from within.

Good gaming has always been about tough decisions, and Tom Clancy's *Splinter Cell: Double Agent* presents some of the toughest. In addition to the "sneak-here-double-tap-there" type of action that Sam's fans have grown to love, *Double*

Agent features a difficult moral dilemma: How much should our hero let the terrorists get away with in order to gain their trust? If he kills too many terrorists or foils too many of their schemes, will they discover his true intentions and destroy him before he has the chance to wreck their diabolical plan? On the other hand, should he idly stand by while the terrorists wreak havoc on the world? Your ultimate challenge in the game is to find the answers to these questions.



Of course, *Double Agent* isn't only about moral decisions; there's plenty of action to boot! Sam conducts thrilling missions in urban settings, frozen mountain terrain, desert wastelands, and even underwater. The excitement is enough

to keep you glued to your monitor until the bitter end. And speaking of endings,

this game has two. The one that you will see depends on whether you stress achieving the objectives of the National Security Agency (aka the good guys) or those of the terrorists.

Tense gameplay, an innovative story, and gut-wrenching choices combine to make *Splinter*

Cell: Double Agent a game you won't want to turn off. Even better, the famous *Splinter Cell* multiplayer competition is back. And best yet, you can employ some of the double-agent trickery while in multiplayer mode. Success leads to higher rank, which in turn makes you more attractive to potential teammates. All in all, it's solid sneaky-Pete action. ★

Mark H. Walker is a commander in the U.S. Navy Reserve. A veteran electronic entertainment/IT journalist and boardgame designer, he has authored or contributed to over 40 books and recently designed the critically acclaimed board wargame "Lock 'n Load."



Sam Fisher takes a dive in *Splinter Cell: Double Agent*.



Not sure what good a brown camouflage parachute does in snow-covered hills, but it certainly looks cool.

★ ARMCHAIR GENERAL

ACG RATES THIS GAME ★★★★★

- Released September 2006
- Rated Mature
- Developed by Red Storm
- Published by Ubisoft
- MSRP \$49.99
- Formatted for Xbox, Xbox 360, PS2, GameCube & PC

SPLINTER CELL: DOUBLE AGENT



Sam Fisher is as acrobatic as an Olympic gymnast!

WARGAME REVIEW

ARMCHAIR GENERAL'S FIVE-STAR RATING SCALE:

★★★★★ = ACG'S HIGHEST RECOMMENDATION
★★★★ = EXCELLENT
★★★ = GOOD
★★ = BELOW AVERAGE
★ = NOT RECOMMENDED

Strategic Command 2: Blitzkrieg



BATTLEFRONT.COM

GAME STATS:

MSRP \$45

PUBLISHER WEBSITE

battlefront.com

DEVELOPER WEBSITE

furysoftware.com

PLATFORM/PC SPECS

Processor: 1 GHz; OS: 98/ME/XP/2000; Memory: 256 MB RAM; 32 MB Video Card; 300 MB Hard Drive Space

Strategic Command 2: Blitzkrieg is a turn-based grand strategy game that allows you to command the forces of 30 different countries during World War II in Europe (1939 to 1945). While attempting to conquer the enemy, you maneuver units across a map that covers the western Atlantic to Russia's Ural Mountains. Meanwhile, you must also carry out other duties such as building relationships with neutral countries and conducting research and development to improve your military.

The game mechanics are simple, elegant and eminently playable. Supply and command and control underpin the force multipliers that drive combat results. Units have the ability to

acquire unique character through technology upgrades and combat honors, adding depth to the game. Crisp, functional graphics deliver the necessary information. All the key factors are integrated to provide a wide variety of possible

strategic and operational choices. In addition to a grand campaign, six operational-level scenarios such as Kursk and D-Day are included, as is a comprehensive game editor.

Reminiscent of the classic boardgame *Third Reich*, Strategic Command 2's intellectually challenging gameplay makes it one of the most addictive strategic wargames available.

★
ARMCHAIR GENERAL

ACG RATES THIS GAME
★★★★★

DIFFICULTY (EASY, MEDIUM, HARD) Medium TIME TO LEARN Over 1.5 hours FAVORITE FAN SITE wargamer.com MOST EXCITING ASPECT Never knowing who will declare war on you next	BEST SCENARIO Full Campaign MULTIPLAYER Yes. Supports hot seat, play by e-mail, and network (TCP/IP) play FAVORITE UNIT/WEAPON Panzer Korps BEST REASON TO BUY To see if you have what it takes to win the war in Europe
---	---

STRATEGIC COMMAND 2: BLITZKRIEG

Rise and Fall: Civilizations at War



MIDWAY

GAME STATS:

MSRP \$49.99

PUBLISHER WEBSITE

midway.com

DEVELOPER WEBSITE

midway.com

PLATFORM/PC SPECS

Processor: 1.5 GHz; OS: 2000/XP; Memory: 512 MB RAM; Video: 64 MB; 2.4 GB Hard Drive Space

Rise and Fall: Civilizations at War is a real-time strategy (RTS) game that allows you to command the armies and fleets of ancient Greece as it wages war with Persia, or those of Egypt as it battles Rome. In addition to standard elements such as resource collecting and unit and city building, Rise and Fall also permits you to control your civilization's leader during combat. Fight your foe from an over-the-shoulder camera perspective, slashing him with your sword or piercing him with arrows from your mighty bow. This dramatic angle enhances the RTS gameplay and brings more excitement to the strategic

challenge. Naval engagements are especially spectacular! Watch your triremes ram enemy galleys as bodies fly and flaming arrows fill the air.

Whether slugging it out through the two grand cam-

paigns or one of the many smaller scenarios, Rise and Fall: Civilizations at War allows you to jump into the fray and turn the tide of battle – an entertaining and exhilarating experience. ★

Lieutenant Colonel (Ret) Jeffrey Paulding is a lifelong student of military history and science. He has been playing wargames since the age of nine.

★
ARMCHAIR GENERAL

ACG RATES THIS GAME
★★★★★

DIFFICULTY (EASY, MEDIUM, HARD) Easy TIME TO LEARN Approximately half an hour FAVORITE FAN SITE riseandfallgame.com MOST EXCITING ASPECT Fighting in the hero mode, cutting down the enemy by the dozens	BEST SCENARIO Alexander Campaign MULTIPLAYER Yes, up to eight players FAVORITE UNIT/WEAPON The trireme BEST REASON TO BUY Takes real-time strategy to the next level
--	---

RISE AND FALL: CIVILIZATIONS AT WAR

FURY SOFTWARE

BATTLEFRONT.COM
HOME OF SUPERIOR WAR AND STRATEGY GAMES



OUT NOW!
www.battlefront.com

STRATEGIC COMMAND 2

BLITZKRIEG

**REWRITE
HISTORY**

...with 6 full length, open ended campaigns
beginning at key stages of World War II. Control the forces of **30 different nations** utilizing 16 different unit types including all new ones like Paratroopers, Engineers, Partisans and Amphibious Transports.

Strategic Command 2 Blitzkrieg comes with a full **game editor** allowing you unprecedented power to create or modify maps, units, countries, **diplomacy options**, unit production schedules, research technologies and more. The powerful scripting system allows **YOU** to create historical events that can be triggered based on events or game circumstances.

Strategic Command 2 Blitzkrieg adds an all new diplomacy and counter diplomacy model, expanded capabilities for air, naval and HQ units, **dynamic weather**, updated tech. research and production levels and many other configurable special rules.

Strategic Command 2 Blitzkrieg features exceptional single player gaming against the AI as well as a variety of **multiplayer options** (Hotseat, E-Mail, Network). Strategic Command 2 Blitzkrieg requires Windows 98, ME, XP or 2000.

OUT NOW! Purchase directly via **digital delivery** or **mail delivery** from www.battlefront.com

(c) 2006, Battlefront.com, Inc.

DVD LIBRARY

ARMCHAIR GENERAL'S FIVE-STAR RATING SCALE:

★★★★★ = ACG'S HIGHEST RECOMMENDATION
★★★★ = EXCELLENT
★★★ = GOOD
★★ = BELOW AVERAGE
★ = NOT RECOMMENDED

The Pacific War on Film

Hollywood's love affair with the war in Europe shortchanged the Pacific Theater, yet some of these films still produced "5-star" moments.



Sessue Hayakawa, the hot-tempered camp commandant, squares off with Alec Guinness' Colonel Nicholson in the Academy Award-winning *The Bridge on the River Kwai*.

THE FILM: *The Bridge on the River Kwai* (1957) ★★★★★
Director David Lean
Sony Pictures
Released 2000
Rated PG

THE 5-STAR MOMENT: Colonel Nicholson's display of regret. This account of World War II POWs building Burma's infamous "Railway of Death" features a dramatic battle of wills between the Japanese camp commandant (Sessue Hayakawa) and British Colonel Nicholson (Alec Guinness). Nicholson wins, yet realizes too late that his arrogance has only helped the enemy build its wretched bridge. His "My God, what have I done" scene shows one of England's finest actors at the top of his form.

THE FILM: *Sands of Iwo Jima* (1950) ★★★
Director Allan Dwan
Republic Pictures
Released 1998
Not Rated

THE 5-STAR MOMENT: Iwo Jima flag raising.

Actual U.S. Marine Corps Pacific combat veterans in supporting roles distinguish this otherwise corny and predictable film marred by lingering anti-Japanese wartime propaganda. The famous Mount Suribachi flag raising, re-enacted by John Bradley, Ira Hayes and Rene Gagnon – the three original flag raisers who survived Iwo's bloody combat – is the film's best moment.

THE FILM: *Tora! Tora! Tora!* (1970) ★★★
Directors Richard Fleischer and Kinji Fukasaku
20th Century Fox
Released 2006
Rated G

THE 5-STAR MOMENT: Yamamoto's revelation. If only this film could be reshot today using the outstanding special effects featured in Michael Bay's sappy love story, *Pearl Harbor* (2001) – now that would be a great film! Despite cheesy effects and being bogged down by Hollywood's insistence on using big-name actors, *Tora! Tora! Tora!* is a comprehensive look at the December 7, 1941, attack – from both the American and Japanese points of view. The best moment comes at the end as Admiral Yamamoto (So Yamamura) realizes Japan's ultimate fate, saying, "I fear all we have accomplished is to awaken a sleeping giant and fill it with a terrible resolve."

THE FILM: *The Thin Red Line* (1999) ★★★
Director Terrence Malick
20th Century Fox
Released 2001
Rated R

THE 5-STAR MOMENT: Nick Nolte's performance as battalion commander.

formance as battalion commander.

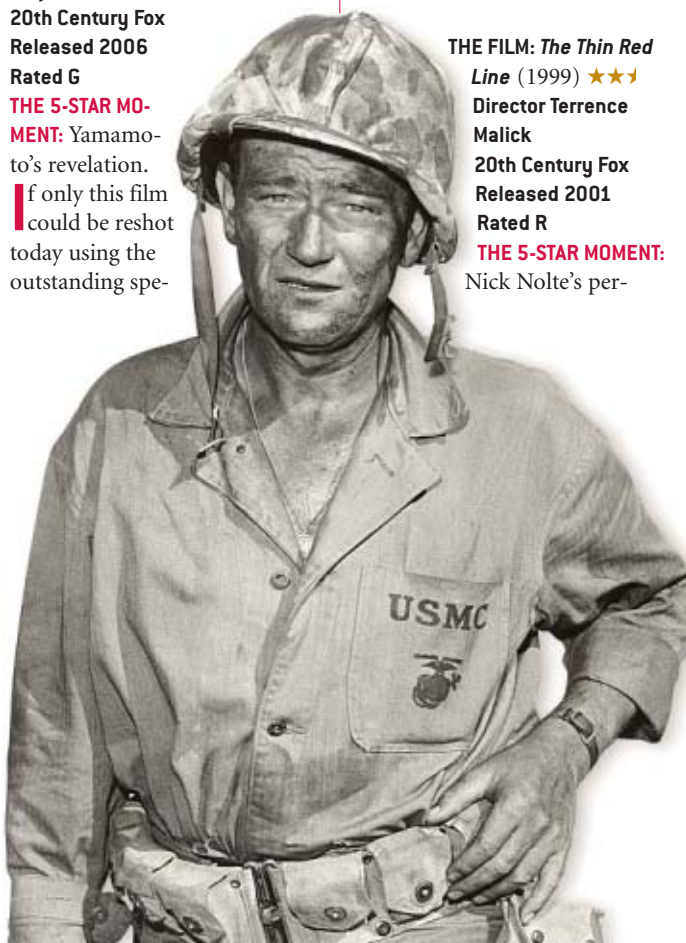
Critics and vets hated Terrence Malick's remake of the James Jones novel. Expecting a Pacific version of *Saving Private Ryan*, they instead received an anti-war polemic filmed like a travelogue. Yet Nick Nolte's spot-on portrayal of a cynical, careerist battalion commander was chillingly authentic.

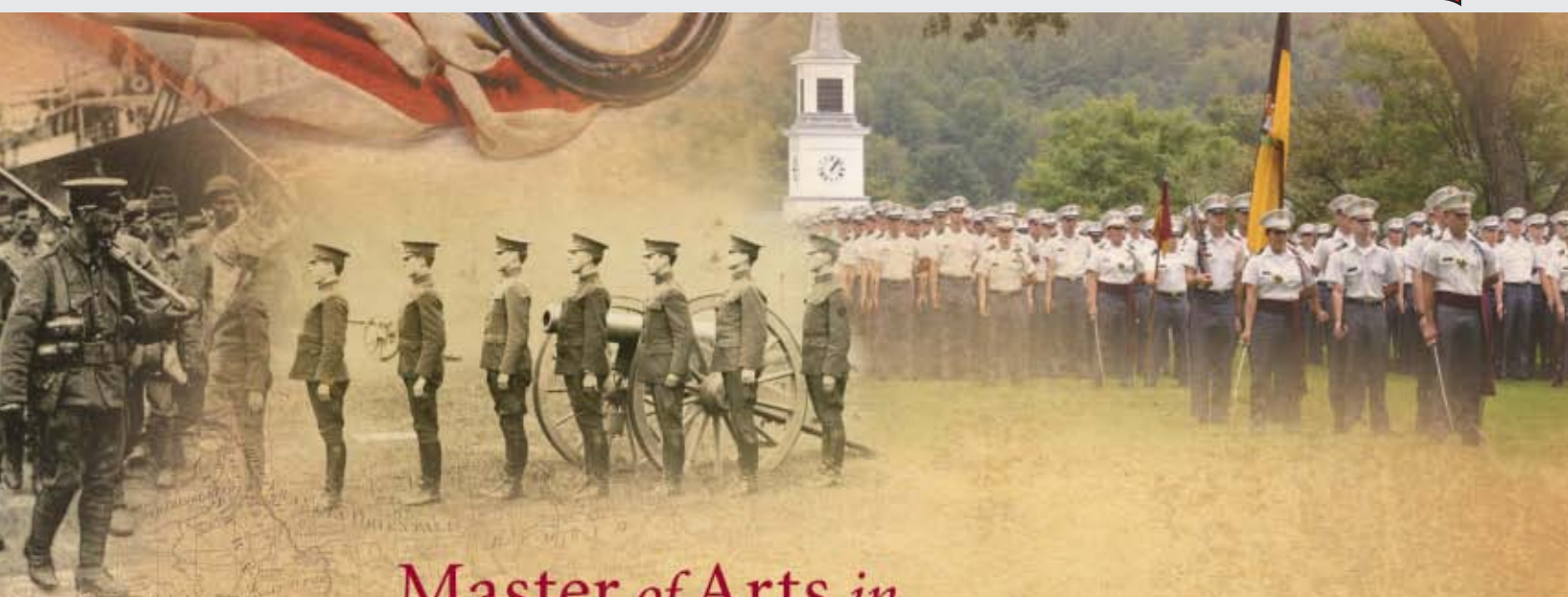
THE FILM: *Beach Red* (1967) ★★
Director Cornel Wilde
MGM
Released 2005
Not Rated

THE 5-STAR MOMENT: Dewey Stringer's portrayal of "Private Mouse" just before his death.

Longtime B-movie actor Cornel Wilde directed this low-budget story of a Marine invasion, combining aspects of the bloody Tarawa assault landing with jungle combat scenes that resemble Guadalcanal. The film's most compelling moment, however, depicts the fatal experience of Private Mouse. As Mouse absentmindedly squashes a cockroach on the troop transport's deck, he imagines his fate to be the same as that of the unfortunate insect. On the invasion beach under Japanese mortar fire, Mouse suddenly staggers to his feet – leaving his severed arm on the sand. The scene was later imitated in *Saving Private Ryan*. ★

LEFT: *Sands of Iwo Jima* features Sgt. Stryker, one of John Wayne's most memorable characters.





Master of Arts in Military History — Online

Explore the framework through which
important military events are understood.

Since 1819, Norwich University has played an important role in military history: as the birthplace of ROTC, as an institution whose graduates have fought in every war since its founding, and as the leader among military schools in racial integration and the integration of women into its corps of cadets. What better place to study military history?

Unique online format

- a dynamic, interactive educational environment
- a manageable pace for busy adults
- program completion in 18 to 27 months
- dedicated 24/7 support



NORWICH
UNIVERSITY™
Online Graduate Programs

Please visit www.mmh.norwich.edu/acg or call 1.800.460.5597 ext. 3372
for more information on this unique online degree.

BOOKSHELF



The Pacific War's "Top 10"

Our editors pick 10 classic accounts of Far East combat that are must-haves for every military history library.

Book listing is alphabetical, by author's last name:

Flags of Our Fathers by James Bradley with Ron Powers. An outstanding account of the lives and fates of the men in Joe Rosenthal's iconic photograph from Iwo Jima. (See page 78 for "The Flag Raisers' Story" book review in this issue's *Special Feature*, "Bloody Iwo" by Richard B. Frank.)

The Rape of Nanking: The Forgotten Holocaust of World War II by Iris Chang. Japanese troops murdered 12 million Chinese civilians during the Pacific War. Chang tells how 300,000 of them died in the war's worst atrocity.

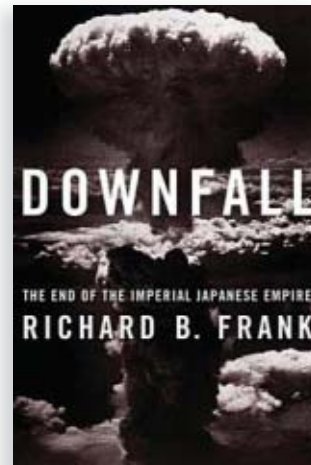
Prisoners of the Japanese: POWs of World War II in the Pacific by Gavin Daws. Daws explains why 30 percent of Western prisoners held by the Japanese died while in captivity.

War Without Mercy: Race and Power in the Pacific War by John Dower. An in-depth study of the racial hatred on both sides that made the Pacific War so brutal.

Downfall: The End of the Imperial Japanese Empire by Richard B. Frank. Hands down the best ever account of the final few months of the Pacific War.

Last Stand of the Tin Can Sailors: The Extraordinary World War II Story of the U.S. Navy's Finest Hour by James D. Hornfischer. Tale of the destroyermen and their bloody sacrifice that saved the invasion fleet at Leyte Gulf in October 1944.

Ghost Soldiers: The Forgotten Epic Story of World War II's Most Dramatic Mission by Hampton Sides. Army Rangers rescue Bataan Death March survivors and other Allied POWs at Cabanatuan in the Philippines. The book's grip-



ping story line was the basis for the film *The Great Raid*.

With the Old Breed: At Peleliu and Okinawa by E. B. Sledge. True account of Pacific War combat as told by a Marine who was there.

Defeat Into Victory by Field Marshal Slim of Burma. Simply the best senior officer memoir of World War II, it could serve as a leadership textbook. ★

Also Highly Recommended:

Flyboys: A True Story of Courage by James Bradley

Our Jungle Road to Tokyo by Robert L. Eichelberger

Guadalcanal by Richard B. Frank

Thirty Seconds Over Tokyo by Ted Lawson

Day of Infamy by Walter Lord

Clear the Bridge! by Richard O'Kane

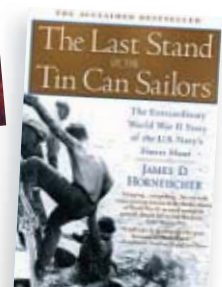
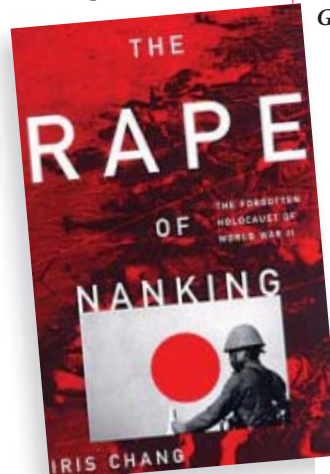
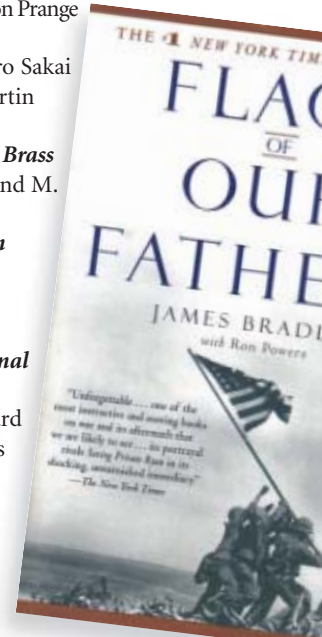
Miracle at Midway by Gordon Prange

Samurai! by Saburo Sakai with Martin Caidin

Coral and Brass by Holland M. Smith

But Not in Shame by John Toland

Guadalcanal Diary by Richard Tregaskis



CLOCKWISE FROM UPPER LEFT: COOPER SQUARE PRESS, RANDOM HOUSE, BANTAM BOOKS, PENGUIN, ANCHOR

POST EXCHANGE

**ARMCHAIR
GENERAL**
BACK ISSUES
**NO LONGER AVAILABLE
ON THE NEWSSTAND**



Back issues are available while supply lasts, \$9.95 each (includes s&h). Specify quantity, issue date. Delivery: 6-8 wks. Outside U.S., add \$3/issue postage (U.S. funds only). Call (outside U.S.: 805-372-7455) or mail check/money order to: **ARMCHAIR GENERAL**, Back Issues, 3835-R E. Thousand Oaks Blvd. #192 Thousand Oaks, CA 91362.

CALL TOLL FREE 1-866-372-7455

**RALLY 'ROUND THE
MICHIGAN
TOY SOLDIER CO.**



1st Michigan Light Artillery, Loomis' Battery
1:32 scale painted powder set of a Federal 10 lb. Parrott Field Rifle and five man crew from the Old Northwest Trading Company

michtoy.com

**CLASSIC
WARGAMES**

Your source for pre-owned war games, variants, replacement counters, and quality military history.

www.classicwargames.com
1-800-727-6724

**Insurance
For Military
Collectibles**
Specialized insurance
by people who care.

- Sample rates: \$3,000 for \$12, \$10,000 for \$40, \$25,000 for \$106, \$50,000 for \$216, \$100,000 for \$316, \$200,000 for \$476. Above \$200,000, rate is \$1.60 per \$1,000.
- Our insurance carrier is AM Best's rated A+ (Superior).
- We insure all kinds of military collectibles and offer "One-stop" service for practically everything you collect.
- Replacement value. We use expert help valuing collectible losses. Consumer friendly service: Our office handles your loss—you won't deal with a big insurer who doesn't know collectibles.
- Detailed inventory and/or professional appraisal not required. Collectors list items over \$5,000, dealers no listing required.
- See our website (or call, fax, e-mail us) for full information, including standard exclusions.

Get A Rate Quote! Call Toll Free:
1-888-837-9537 • Fax: (410) 876-9233

**CIA Collectibles
Insurance Agency**
P.O. Box 1200-AG
Westminster MD 21158
E-Mail: info@insurecollectibles.com
www.collectinsure.com

**ARMCHAIR
GENERAL**
**DIGITAL
SUBSCRIPTION**
**SPECIAL
INTRODUCTORY
PRICE**

\$17.97 for 1 year (6 issues)
SAVE 50%
off \$35.70 cover price

- ★ Prompt receipt and an exact duplicate of print edition (searchable pdf)
- ★ Sample 10-page digital issue available
- ★ View issue on up to 3 computers
- ★ Order a single issue for just \$5
- ★ Subscribe **NOW** and start receiving the next issue.

To order your digital subscription or free sample issue go to
www.qmags.com/acg

First Empire



**Feature Packed
Issues of
Napoleonic History
Published
Bimonthly!**
Order on-line at
www.firstempire.net

(All international Subscriptions are sent priority airmail!)

The longest running Napoleonic interest publication available.
Each issue is packed with articles covering ... Wargaming, Reviews, News features, Research, Battles and Personalities.
Available bi-monthly only from:
First Empire Ltd (ECG).
59 Whitburn Street, Bridgnorth.WV16 4QP, England
Tel: 01746 765691 Fax: 08701 670167 Cheques in Pounds sterling only, payable to First Empire. Visa or Mastercard Secure On-line ordering available at www.firstempire.net

Subscription rates are as follows:

Zone	6 issues	12 Issues
UK	£27.00	£50.00
EEC	£28.00	£54.00
World	£30.00	£60.00

PARTING SHOT

This circa 1914 sepia-toned postcard depicts a German artilleryman demonstrating an excellent “seat” – good riding posture with his head up, back straight, heels well down, and reins held closely to the body. The accompanying identification places him in *Feldartillerie* (field artillery) Regiment Number 9, based in Schleswig-Holstein.

The *kugel*, or ball-shaped spike, at the top of the rider’s leather *pickelhaube* helmet denotes his position as a member of the artillery troops. The helmet’s brass fittings and scaled chin strap further identify the photo as pre-World War I (or very early war), since the grim realities of the battlefield soon caused the shiny brass fittings to be painted a less conspicuous, dull gray color. Even that “fix” proved insufficient, however, and by 1915, gray cloth helmet covers concealed the troops’ *pickelhauben*. In 1916 – if he survived the horrors of machine-gun fire and artillery barrages – this artilleryman would have traded his leather *pickelhaube* for a more sensible steel helmet. Certainly, by the time he entered combat he would have exchanged the colorful dress uniform he wears in the photo for a lower profile *feldgrau* (field gray) one.

Mechanization was in its infancy during the Great War, with trucks and motorized vehicles only beginning to appear. Therefore, armies on both sides relied chiefly on horsepower to move cannon and supplies. (Most German army artillery maintained their dependence on horse transport until the end of World War II in 1945.)

Sadly, the terrible lethality of the World War I battlefield was hell on horses. The carnage very likely would have turned the beautiful animal in this photograph into a bloated carcass on some field in France within a few months of the war’s outset. ★



HORSEPOWER

WAHRMANN STUDIO

MAKING HISTORY[®]

THE CALM & THE STORM



A World War II game experience
unlike any other.

Where brain cells are as crucial as bullets. You determine the course of history in lethal battles of international policy, economics and military strategy. Get it now. The world will never be the same.

www.making-history.com



©2006 Muzzy Lane Software Inc. All rights reserved. MAKING HISTORY is a registered trademark of Muzzy Lane Software Inc.

LIVE BUILD REIGN



Research and build mighty wonders such as the Circus Maximus.



Over 30 resources and services to extract, create and provide—never a dull moment!



Train gladiators and beasts for the arenas. One of many ways to keep your population happy!



For the first time in a city builder, look inside all the buildings and see what's going on.



Open up trade routes in the empire and export your city's surplus goods.

CIVCITY ROME

"An interesting blend of Sim City and Civilization that should appeal to both casual and hardcore strategy fans"

— GameSpot

www.civilization.com



© 2006 Take-Two Interactive Software and its subsidiaries. All rights reserved. CivCity, Civ, Civilization, 2K Games, the 2K logo, Firaxis Games, the Firaxis Games logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. Developed by FireFly Studios. FireFly Studios and the FireFly Studios logo are trademarks of FireFly Studios, Ltd. All other marks and trademarks are the property of their respective owners.